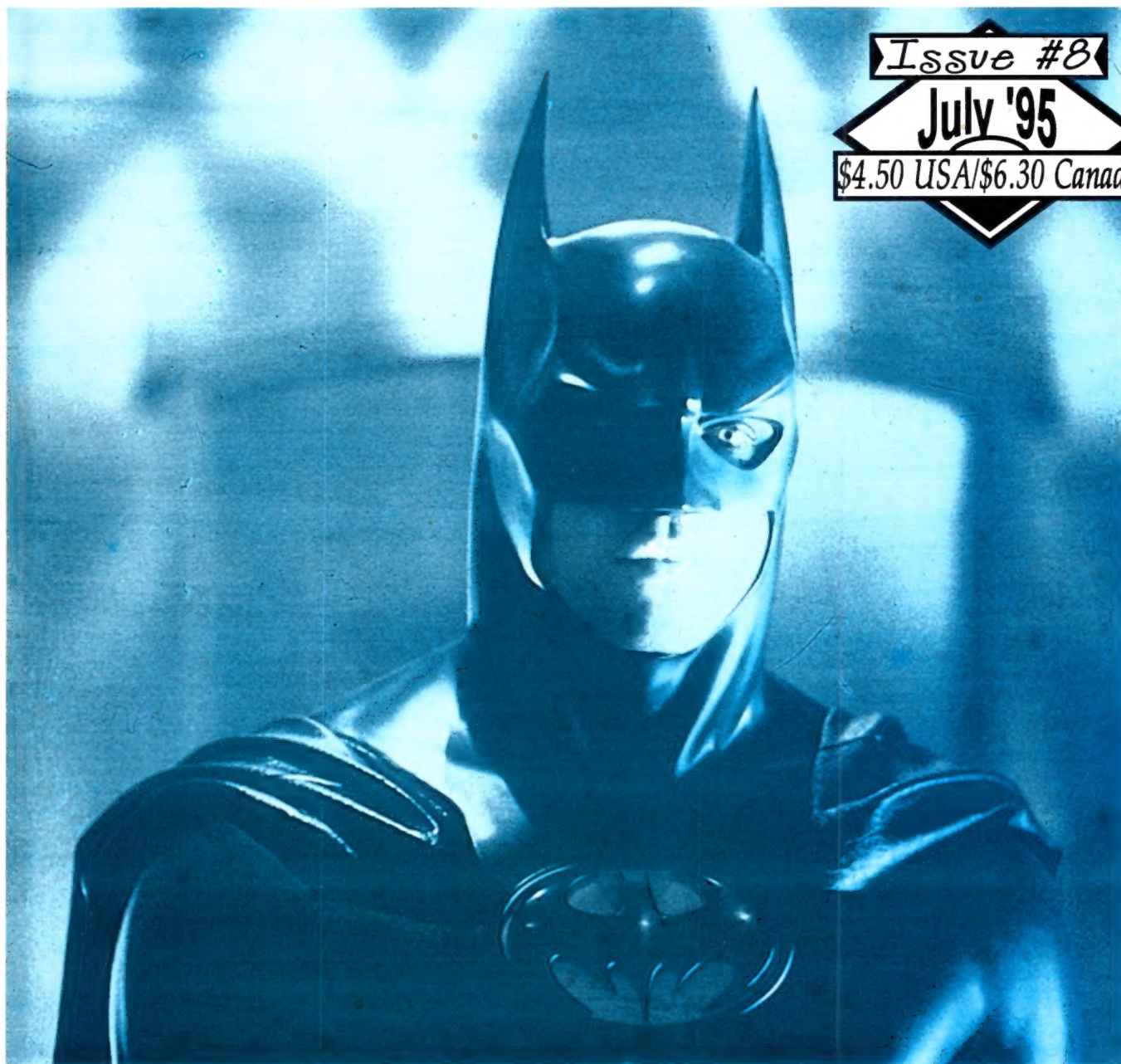


The

Modeler's Resource

"Catering to the vehicular and figure kit builder"



Issue #8

July '95

\$4.50 USA/\$6.30 Canada

BATMAN - Related Kits from Past to Present!

-An Exclusive Look at Revell's New Bat kits Inside

Death Inc.'s Shawn McLaughlin
Mad Model Party Coverage...and more!

What You're Saying...

The surveys that were sent out with our last issue have been steadily returning to us and we'd like to say a big "thank you" to those of you who took the time to fill them out, add comments and send them in. It is appreciated a great deal on this end. We don't have room to report everything back of course, but we would like to highlight some of things that we gleaned from the surveys.

First, it seems that our format and the different columns and features we offer in the magazine are really enjoyed by you, the reader. There were a few people who didn't like the **LETTERS** section, for instance and surprisingly there were also a few folks who didn't like the **COMING AT YOU!** section either or the contests. Apart from this, every other section is enjoyed to some degree or another.

When we asked what you would like to see more of, responses varied: "Coverage of smaller shows. I like to see what other people around the country (& globe) are building." "Photographs from the 'average Joe' of their kits (customized)." "Reviews of actual new kits (photos, building them, painting tips, etc.)." "More reviews/more technique-related articles." "Hardware sci-fi kits, like robots" One person summed up in one word what he wanted to see more of - "Pages."

With respect to the last question we asked, 'What else can we do to make this magazine a great magazine?' your answers were equally revealing with responses like, "Avoid all petty crap." "Maybe more historical/military figure build-ups featured..." A few folks pointed out that we should work to have "better pictures and have more of them", have "more advertising". That one got our attention because we haven't really had the time to put a lot of effort into that area, but then more than one person has pointed out to us that for many model builders, the only store they have arrives in their mailbox! We're working on that. We also received the specific comment from one person that he really appreciates "the un-pretentious format" of our magazine. Again, thank you for sharing your thoughts and we hope you'll notice some changes and additions with this issue. Please continue to write us anytime with your comments. You don't have to wait for a survey.

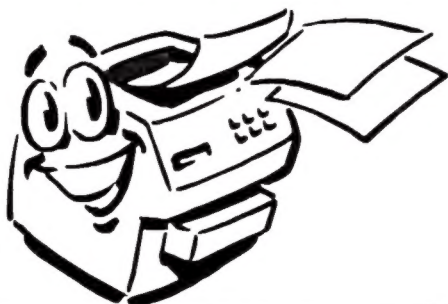
One last thing with respect to your comments on the survey. A number of you felt that at all costs, we should avoid getting bogged down in all the "crap" that unfortunately exists in this hobby and also to not become "self absorbed." We will make every effort to do just that. Our chief aim from the beginning has been to produce a periodical that will highlight the positive things happening in the modeling industry. We think we've done that for over a year and a half now and we want to continue bringing those good things to light. If you ever see us sinking in the mire of self-absorption or throwing our hat into the ring to editorialize our fool head off by taking this side or that and telling you the way you should think, let us know please! While we may not agree with you, I guarantee that we'll stop and give it some serious thought. Thanks.

Some Set-Up!!

Does your model-related business or club publish a regular newsletter, update catalog, brochure or flyer? Are you finding that it's one of those things that usually gets done last because either you don't have the time, the inclination or both to create something that will give your product or club the professional attention it deserves?

We can help. We can professionally typeset your one page flyers, one-to-two page newsletters or brochures all the way to flyers, catalogs or newsletters with lots of pages. We can take your information (along with any pictures you provide), and create something that you will be proud to share with your customers or club members. Beyond this, we will return your product to you either camera-ready or have it printed to your specifications on the paper of your choice. If you like, we can also have our staff artist create a logo for your business, club or product too!

If this sounds like something that might be of interest to you, simply drop us a note requesting our rate sheet which also includes a description of the services we can provide (**enclose SASE**). Check us out and find out for yourself how affordable, professional and reliable we are! Thanks.



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The Modeler's Resource

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Cover Page: Bays Printing

Interior Pages: Kwik Kopy Printing/Clovis

PHOTO SPECIALIST

Acme Color

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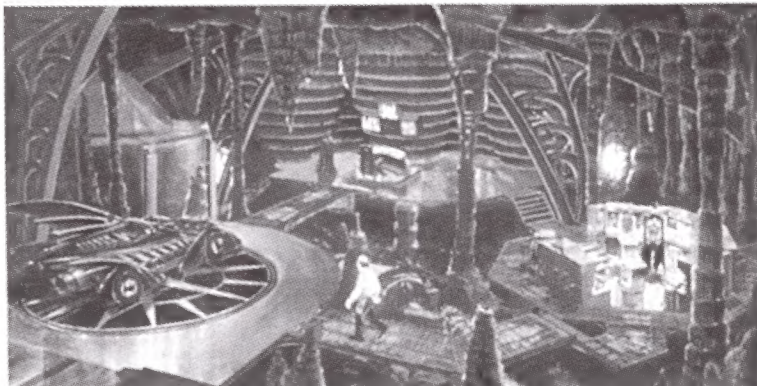
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Back again is the new Batman, complete with new stars and new cars. Val Kilmer portrays the Dark Knight in this third outing and we've got pictures of the new Revell kits that will be making their way to your workbench!

Journey with us to see what's new in Gotham City. Article begins on page 30.

Cover picture and picture above by Ralph Nelson; TMS & C. 95DC Comics, Inc.
(Courtesy Warner Brothers Studios)



From the Editor...

Here we are again! The all new, improved, quarterly ~ **The Modeler's Resource**. This issue is packed full of articles and features that are sure to please. Just check out our Contents on the previous page. We couldn't do this issue without bringing into the limelight our favorite subject, Batman in honor of the new Batman Forever™ movie that hit the screens this past June 16th.

Also in this issue, you'll enjoy an article by Tommy Ellis of *Tom & Jerry Studios* who delves into our newly created feature, **The Sci-Fi Zone**, in response to your requests for more of this type of article. Robert C. Wine also brings us his own creation of something that's totally out of this world.

If you didn't attend The Mad Model Party back in March, we did and we're giving you a glimpse in this issue of what went on. It was great to meet some of you folks who have been either purchasing our magazine in stores like Creature Features, Kit Kraft, Inc. or Golden Apple in the Los Angeles area or subscribed awhile back. We appreciated also meeting lots of folks who had not heard of us yet but loved our magazine enough to either buy a number of copies and back issues or sign-up for a subscription or both!

**** WHAT DO YOU DO IF YOU WANT TO WRITE AN ARTICLE FOR US?**

Please feel free to submit articles along with pictures to us anytime. Besides our new feature, **The Sci-Fi Zone**, we are planning on introducing a number of other columns over the

next few issues: **Men in Uniform** (introduced by Tom Gilliland, will deal with military/warrior-type men and women of all genres). **Armor-All** (dealing with military armor vehicles), **It's All in the Base!** and a number of other new features are also *being considered*. We would encourage you to gear your articles to one of these topics and then send it in. We cannot of course, guarantee *if* or even *when* your article(s) might be used, but we would encourage you to put something together on your favorite topic and mail it to us. As far as remuneration goes, we'd be happy to provide you some ad space if you have a model-related business, but if you're wanting to make lots of money from us for your writing skills (and we haven't yet!), then you might want to opt to take your talents to another magazine instead. All manuscripts *and* pictures become the property of **The Modeler's Resource** unless other arrangements are made, and we are not responsible for any unsolicited material.

By the way, we'd appreciate it if you would mention to our advertisers that you saw their ad in **The Modeler's Resource** when you call or write them about their products. We're the same way. Sometimes folks will write with a brief letter that says something like, "Saw your ad...here's my subscription." While we really appreciate the new subscription, it helps us when we know *where* people are seeing our ads. Please help us out there when contacting our advertisers. Thanks.

Even though this is fresh off of the printer, the October issue is already in the works and is promising to be just as awesome as this one. We'll be featuring an article on *Star Trek* kits: *The Legacy Continues*, *The Munsters: Kits of TV's Wonderful, Weird, Wild and Wacky Family*; we not only do a profile of an up-and-coming sculptor, but also a brand new company called Warriors Scale Models, Inc. and beyond all of this the gang's here again - Tom Gilliland with **Beyond the Bare Bones** and as mentioned above, also takes the time to introduce a totally new column to you, **Men in Uniform**; Steve Goodrich once again steps **In the Arena** to tell you about some kits you might want to check out if you haven't already and...well, there's going to be tons of model-related reading material!

Finally, we'd like to thank **Diamond Comics Distribution** and **Capital City Distribution, Inc.** in a big way for picking us up for distribution in their respective catalogs, beginning with this July #8 issue. We appreciate their faith in the quality of this magazine. A number of other distributors should be bringing us on line with them hopefully soon. Enjoy this issue, and we'll see you promptly in October.

~Fred

Who's Carrying The Modeler's Resource?

STORES:

California
Clovis Hobby Center
Creature Features
Golden Apple
Hobbytown, USA
Kit Kraft, Inc.
New York
Crazy Egor's
Q-Box
Village Comics
Texas
Dibble's Hobbies

Tennessee
Das Model Haus
Canada
The Underground Modeler
Holland
Toemen Modelbouw
Singapore
Hobby Bounties
DISTRIBUTORS: (to other outlets)
United States
Capital City Distribution Inc
Comics Hawaii

Diamond Comics Dist.
Friendly Frank's
New England Resin & Vinyl
Tower Magazines

Canada
Multi-Book & Periodicals
Styx International
and the list keeps growing and growing...

Great Diorama Scene Contest Winners...

Well, it was tough, but the winners of our Diorama scene have been decided. We'd like to thank everyone who participated in this contest. We'd also like to say a big "thank you" to our sponsors of this contest - **Dark Horse, Horizon, and Testors**. I wish we had enough room to show all of the dioramas, but we only have room for the winners. Again, thanks to all who entered!



First Prize of Dark Horse's Harryhausen King Kong goes to Paul Gill for his "The Hunt" (left) consisting of a Billiken Predator and two Halcyon Alien w/egg kits bashed. Paul used a photo backdrop. Excellent work!

Second Prize of HORIZON'S Dracula kit goes to Joe Renaud for his "Hey Milhouse Where'd You Go?" kit (right) with mostly scratchbuilt parts and using Pile Beast and of course, Bart Simpson causing trouble as usual...another great piece of work!

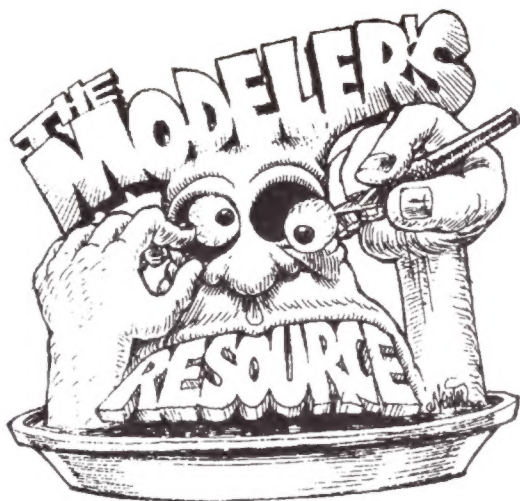


Third Prize of TESTORS UFO kit goes to Andrew Wheat (left) for his futuristic diorama scene featuring a scratchbuilt robot and alien terrain!



And now, for the next contest...

Are you ready? What we'd like you to do is pull out your creativity and customize, customize, customize! Take a kit or a number of kits and create something out of this world, out of the ordinary or just out of it. We'd like you to bash your hearts out and make something totally unique. It does NOT have to have a base or diorama and it CAN be a figure kit or a vehicular kit or a combination of both, so get out the parts box and simply let your imaginations soar, (just like when we were kids!). We've got more kits from **Horizon, Testors** and **Revell-Monogram**. Winners will be announced in our January issue. We want to give you enough time to do some major creating. What are you waiting for? Go for it!



LETTERS

Dear Sir,

I recently saw the fantasy article on Panzer Concepts, or PZC as we called it, in the November/December issue of your magazine.

PZC did not "convert" to a partnership. WE formed the business as one in November of 1992. Also, when WE started PZC, WE started with nothing. The claim that PZC started in 1991 with four Sherman conversions is pure fantasy.

The only design work done by Bill was the Tiger II interior and the cab for the M26 project.

The other 90% of the M26 project was designed by Larry Provo, as was the Tiger I rail car and the box kit. Larry was also obliged to fix and finish the M26 cab, when Bill grew tired of the project. If this is not enough, Larry also did most of the casting for the business.

Aside from the figures, I designed everything else sold by PZC from November 1992 to November 1993.

In November 1993, one year after we had obtained OUR business license, Bill cancelled OUR business license and set himself up as a sole proprietor. He did this legally, but Larry and I did not agree, we were informed after the fact.

Between us, Larry and I had designed 99% of the projects listed or sold by PZC, contributed 95% of the money invested and did 3/4 of the casting. What reason would we have for quitting a business that made \$30,000 in 1993?! NONE.

In good faith, but rather foolishly, I decided to allow Bill to produce my designs, to meet OUR customers needs. Without me, Bill had a very short product listing. This fantasy article shows the full extent of Bill's appreciation.

I do not blame your magazine for the article. Only the source.

Respectfully,

Randall P. Neeley

Former EQUAL partner, PZC

THE TANK WORKSHOP, Phoenix, AZ

Dear Mr. Neeley,

We appreciate your writing to us. Thank you for including the copies of the three legal documents outlining the business arrangements between all of you. We're sorry that Mr. DeBekker chose not to mention you or Mr. Provo in our interview with him.

~Editor

Dear Modeler's Resource,

Please find a Money Order for a copy of your #4 issue of **The Modeler's Resource**. Also, I'm desperately looking for

issues #1-2-3. Are they available from you? If not, can you tell me where to get them? Thanks for everything and continue the good (sic). You have a great magazine! Long live!

Yours truly,

Denis Lainesse

Medley, Alberta CANADA

Dear Denis,

Enjoy your copy of back issue #4. As far as the first three issues are concerned, they are no longer available from us and we don't know of anyone who still carries those particular issues - sorry. On that note, we also recently sold out of Issue #6 (our Prehistoric Issue) at The Mad Model Party. There are still some copies of Issues 4, 5 & 7 available if anyone is interested in those issues to fill out their collection. I guess the word is definitely getting out about this magazine. Retailers have begun doubling their standing orders with us and we're getting letters from the ends of the earth complimenting us on our quality and requesting information on back issues and subscriptions.

~Editor

Dear Modeler's Resource,

I'd first like to say that I really like your magazine. I think you do a great job providing a forum for bringing together such creative talent. I have enjoyed the art of modeling for many years and just about a year ago, I picked it up again after a break of a few years and discovered the underground resin/model/garage kit/sci-fi/monster culture shortly thereafter.

I learned most of my modeling skills from books like How to Build Dioramas by Shep Paine and others. Most of the modeling I did was military in nature. I was absolutely captivated by the quality of work Mr. Paine and the other "masters" were capable of. The delicate facial shading on a figure only two inches tall!...These modelers are so respected in the field and by military historians alike. And their prestige is entirely deserved.

I guess what I'm trying to say is that I would like to see such respect for the underground kit genre, the sci-fi genre and so on. I believe the way to do this is to organize, and to teach the time-honored techniques of producing masterful models to those who haven't had the benefits of a military background (in modeling).

It seems to me that military modeling is so respected because of the talent and outstanding skill and technique displayed in the models and figures. I think the figure kit modeler differs from the military modeler in that he may enter the hobby as a secondary interest; i.e. many are avid movie or comic book fans. They see a model kit of their favorite character, they buy it and suddenly they're modelers! They aren't as interested in the modeling as in the character, and many don't go on to learn the more advanced modeling techniques. I'm generalizing of course, but you see my point. Please understand that I am not criticizing figure modelers, monster modelers or any modelers. I think all the stuff you show in (The Modeler's Resource) is first class by any standards.

I am just saying that the average military modeler is more skilled and experienced than the average garage kit modeler. And this is only because military modeling has been around for probably 800 years or something like that, and most resin companies are more like eight years old.

My whole point in this whole...letter is this: Let's educate ourselves and build our skills, hone our abilities and test the

limits of our hobby/art. This area is most definitely the most open-minded, craziest and the funnest (sic) in all of modeling. But let's not forget our roots.

Keep up the excellent work!

Sincerely,
Andrew D. Wheat
Ann Arbor, MI

Dear Andrew,

That certainly is a thought-provoking letter. I wish we had room to print all of it, but I think we were able to get all of your main points across even with our editing without doing damage to your line of thought. Thanks very much for your comments about The Modeler's Resource's contribution to the world of modeling. We appreciate hearing that.

We didn't get the impression (and hopefully no one else will either), that you were coming down on any figure kit modelers, and certainly we would have to agree with you about the skill in evidence in many of the military-related kit builders. We stand in awe.

Yet, we would be remiss if we didn't point out that many who sent in their survey from last issue (it was sent to subscribers only), said that they wanted to see more technique/building/detailing/painting articles in these pages like those that Tom Gilliland writes about in his "Beyond the Bare Bones" column. Steve Goodrich, who reviews kits for us in his column, "In the Arena" has also submitted an article on chalking that we will be using in an upcoming issue. At The Mad Model Party recently held in Los Angeles, it was SRO when David Fisher gave his seminars on painting and detailing kits using airbrushing, washing and other techniques to create that look of authenticity and reality.

You touch on possibly one of the main differences between the figure kit hobby in general and that of the military models - the historical accuracy which comes into play when dealing with a military vehicle or figure kit. In the figure kit industry there is little to fall back on in many cases except possibly the special effects company or the comic book artist/writer that may have created the character or concept to begin with. Who really knows what color dinosaurs were for instance or exactly what they looked like? It's open to conjecture to some degree at least.

We too, would like to see the figure kit end of this hobby mature and become a widely accepted form of modeling. We've run into many people who view figure kit modelers as simply grown-ups playing with dolls. That's a shame and it's plainly not true. On the other end, we also know non-figure modelers who avoid figures because they admit that rendering realistic looking figures is too difficult for them. It's probably going to take more time before the figure kit industry comes into its own, but it's certainly on the road to respectability.

Maybe others would like to comment on the subject of your letter. Thanks for writing and we hope to hear from you again sometime.

~Editor

Dear Modeler's Resource,

I'm really looking forward to seeing your coverage of the (Mad Model Party) in the next issue of MR. Speaking of (The)

Modeler's Resource, issue #7 is the best yet! You guys are really getting the hang of this magazine thing.

As much as I love figure modeling, it's great to see a magazine with a nice homey feel that covers a wider range. Your Ed Newton article was a wonderful example of what some of us "old guys" like to see. Maybe you'll get hold of George Barris or Dean Jeffries or even Ed Roth and give us a look back at some of those great customs we loved way back when. Your knack for covering the odd and unconventional side of our hobby will serve (The) Modeler's Resource well...You also seem to have better coverage of interesting kits in the future than even FineScale Modeler. I haven't read anything about the Lil Coffin or Phantom Mustang there yet. Keep us informed.

Your decision to move to a quarterly (format) is a sound one. You will probably have heftier issues and you won't be killing yourself trying to meet those bimonthly deadlines.

The variety of reviews and columns were outstanding as usual. It's exciting to see Tom Gilliland with a regular place to dispense his wisdom and techniques. And thanks to Steve Goodrich, I'll be painting my Halcyon Predator's dreadlocks *before* installation. Great tip...That's it for now, til next time.

Stay Happy,
Jim Bertges
Simi Valley, CA

Dear Jim,

Thanks for your thoughts. It means a great deal to us when folks take the time to write their thoughts down and mail them in. Even if their letter isn't printed here, we answer every one. And by the way, it was great meeting you at The Mad Model Party. We're glad you enjoyed the Ed Newton article/interview. Mr. Newton was able to stop in at The Mad Model Party for a short while on Sunday, so it was great to see him again.

As far as contacting some of the gentlemen you mentioned, we can tell you that we have a number of irons in the fire.

Thanks again for writing Jim. We're trying, to some degree at least, to bridge the gap between the figure kit industry and vehicular kits. We'd like to see modeling of all genres take on the respect that it deserves, hence our desire to cater to folks who build all types of kits. Hopefully, if people see figure kits along side non-figure kits (e.g. Lil Coffin) enough times, then maybe they'll become just as accepted.

~Editor

Dear Modeler's Resource,

In response to your survey, allow me to give you my two cents worth - or - I look forward to receiving The Modeler's Resource for the following reasons: (in no particular order)

1. Magazine format and style, but with a newsletter attitude. (You guys like to build kits, not just make big bucks off of the hobby.)
2. Good mix of vehicle and figure kit info. (I'm a figure kit builder, but I still learn a few things when you highlight cars or military. Because of you, I've expanded into some showcars.)
3. Inside info on new releases - you give us the scoop on new kits before anyone else does!
4. Great articles on cool topics! Your wide spectrum of article choices makes this a great source to learn something, if the reader isn't careful. Military - monsters - dinosaurs - "Big

Daddy" - great topics and well-researched.

5. A solid "How-to" section. Tom Gilliland may showcase his talents in all the big shows, but he doesn't forget that there are many new and intermediate modelers who can use those tips. It's news we can use.

6. Kit reviews are honest and from an assortment of makers, materials...it's nice to see resin, vinyl and plastic kits reviewed. Steve Goodrich tells it like it is. He's actually building them, not just giving hype.

7. Good price and frequency. I actually hope that you're able to buy a few pizzas for yourself after you pay all the printing bills.

8. You promote the hobby and encourage the hobbyist. Your diorama contest encourages the reader to build, create and display...

9. Photos - this is a visual medium and seeing kits is very important.

10. Show coverage - you give the reader info on new kits and ideas, not a lot of "inside jokes" for a select bunch of modelers.

What I'd like to see more of:

1. Have readers send in photos of their kits on a topic covered in the issue (space, dinos, modified kits...)

2. Less "regular car kits from the box." If there are modelers out there who dig the new '74 Pinto kit, I feel bad for them. If there is an article on how to turn the same kit into the James Bond Aston Martin, show us!

3. Figure kits - resin, vinyl and plastic and tips on regular problems faced and tricks of the trade.

In a market where there are four or so magazines dedicated to the hobby, **TMR** has a nice niche. Your publication has real potential - it's a blue collar magazine. It has model glue in its veins and making it rich isn't your number one concern. It has articles people want to read about. It talks

about kits we like and topics we like. I'm getting long winded here I know, but I really do like your magazine. I enjoy the attention to detail you take. The Predator article discussed the kits, mentioning neat items about each. Thanks for listening. Best wishes for much continued success.

Mike Baker

Dear Mike,

Thanks, thanks and more thanks! We feel that you gave us one of the highest compliments when you said that we are a "blue color magazine." It's nice to be appreciated for what you do. By the way, don't ever worry about being "long winded." We enjoy hearing from our readers and the opinions count. We may not be able to do every suggestion, but we'll certainly give them serious thought and consideration.

~Editor

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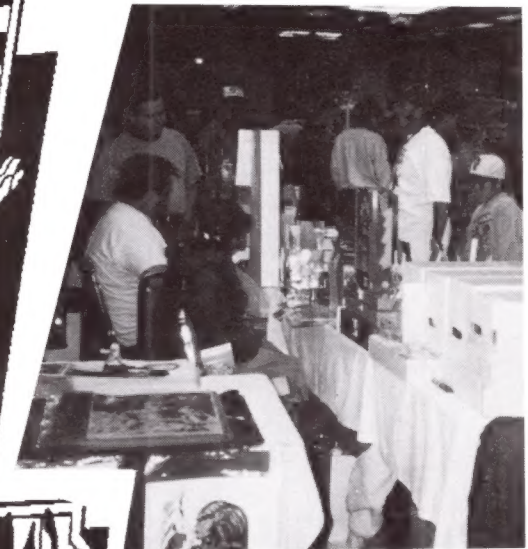
It Was Madly

the

A.D.



Get ready...



Go!

It was hard to believe that it had been a year since the first Mad Model Party, but here we were getting ready for the second one. The long awaited event was finally here... almost. The anticipation in me had been mounting for a year, ever since the first Mad Model Party was held a seeming eternity ago in March of 1994.

This year it was bigger, better and crazier. Saturday alone Ken Morgan of Sideshow Productions (the show's main promoters), reported that over 2,000 people walked through the doors of the Holiday Inn Crowne Plaza hotel to view and purchase kits of every description. We had the opportunity of meeting many of our subscribers and gained many new ones as well as some new stores where **The Modeler's Resource** will be found.

The party flavor was present as people mingled with the luminaries who create, produce or sell these figural and vehicular masterpieces. It was great getting a chance to meet these folks.

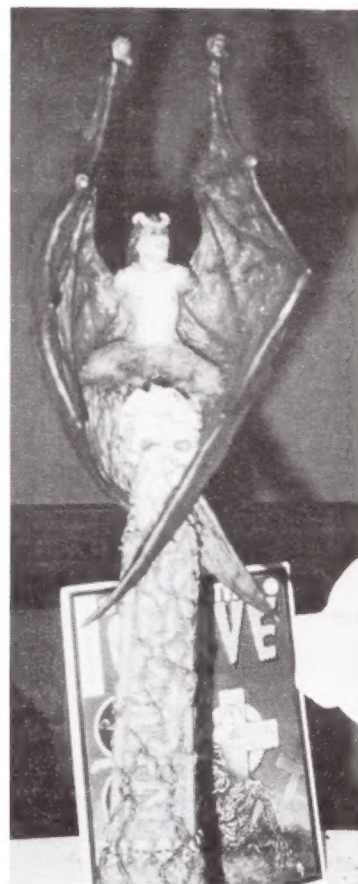
It seemed hard to believe that the kits that were entered into the Mad Model Contest could be more detailed and better than last year's, but they were. You can see a few of the entrants' kits in this article.

Many of the same companies that came last year came to this year's party plus more. It was a pleasure to welcome some first timers to this event as well.

This year's party was fun, exciting and whetted my appetite for more. I came away with a number of kits, a few of which are in this issue's Resource Review and Coming at You! sections.

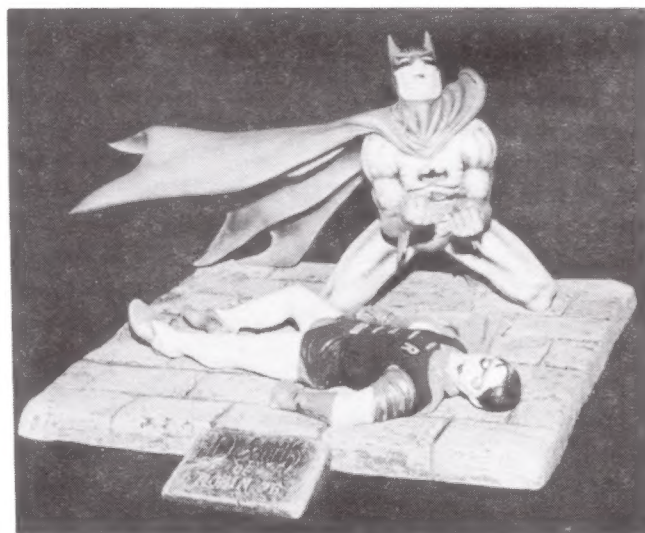
David Fisher and Dan Platt also kept us spellbound with their seminars on painting/detailing and sculpting, respectively. I only wish that I could've spent more time watching both!

What follows is a pictorial of the event that is certain to get bigger each year. If you didn't make it this year, put it on your calendar for next year. In the meantime, enjoy the view!



Clockwise from Top Left:

John Ulakovic of Janus Company; Cellar Cast's new Primeval Princess; Mad Lab's newest kit creation; Horizon's Speedracer Mach 5 on display, a Batman & Robin kit entry in the Mad Model Contest; More of Mad Labs kit creations and Geometric's Ymir with the new base for the kit.





More happenings at The Mad Model Party.
From Top Left going clockwise:

David Fisher wowing the crowd with his painting/detailing workshops, Dan Platt of Sideshow Productions busy showing the ins and outs of sculpting, vintage Aurora and non-Aurora kits of the 60's and 70's brought to you by Spencer Brewer, a Joker diorama entered into The Mad Model Contest, a Frankenstein VS Wolfman model entry, Gordy Dutt (on the right in the picture) and Rich Larson of KITBUILDERS magazine, Creature Features from Burbank and last, but certainly not least is AMAZING FIGURE MODELER magazine's Chief Terry Webb (second from left in center picture) talking models with the crowd.

The Nightmare IS HERE!



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Coming Soon: Harem Girl

The Resource Review

with Fred DeRuvo

This issue's **RESOURCE REVIEW** is a bit different. We unfortunately, didn't have time to completely build and paint up the kits that we wanted to, so what we've done instead is provide you with a brief overview of a few kits that we have in our possession, began at least to build up and can vouch for their quality.

GIANT INSECT: First up, when it comes to finding some of the old, but not forgotten Aurora kits, it's like trying to find the proverbial needle in the haystack. If you do manage to find them, sometimes you almost need to take out a second mortgage on the house to pay for them. From **Python Press** comes Aurora's Giant Insect kit, done piece-for-piece in resin. In two words - **very nice**. I like the kit. It acts like a snap kit in that the parts are so well cast that they go together probably much like the original in our dry fit test.

If you're looking for this rare kit in its original form and can't find it, we'd like to recommend that you check this one out. It acts like an original and when you get it built and painted, it'll look just like the original, except it'll be a bit heavier. If you're interested, you can contact the folks at **Python Press** by writing or calling: **1475 A 68th Street, North Bergen, NJ 07047 Tel: 201/869-7138**. \$50.00 plus \$4.00 shipping/handling and it's yours!

⇒ Please understand that we are **not** giving a blanket recommendation on the production or purchase of recast model kits. As far as we're aware, no licensing or authorization was unlawfully ignored to produce this kit. ~Ed.

RAMIREZ: Here's another kit we picked up recently and we're extremely glad we did. Pat Delaney, though fairly new to the world of professional sculpting (you saw him with Terry Fitton of Monsters in Motion holding a "Wolf" kit in Issue #5), has made great strides in this field. This Ramirez model, based on Sean Connery's character in Highlander, is a great swashbuckler-in-an-action model, complete with base. We are really impressed with how much of the essence of Sean Connery Pat captured in this model.

The kit consists of 5 excellently detailed parts. This really is a large kit, so like us, you might want to consider using "pins" when gluing the arms and legs to the torso and the feet to the base (since Ramirez is leaning forward somewhat with his sword extended). This will anchor the kit properly.

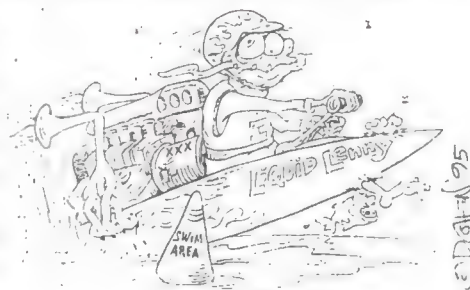
This particular kit is geared more for the advanced modeler simply because filling, sanding and pinning are necessary. Please don't get me wrong, the parts themselves are cleanly cast, but we can see there are some gaps that will need to be filled after gluing the parts together. This is possibly due more to the molding process than the sculpting. Even though you'll be doing a bit more work with this kit, the rewards in the end should be worth it! Ramirez is a very good kit and one well worth obtaining. Available exclusively through **Monsters in Motion for \$120.00 plus \$8.95 shipping**. For foreign orders add 30% for shipping. Canadian orders add \$15.00 shipping. **Monsters in Motion, 5753 E. Santa Ana Canyon Road, #351, Anaheim, CA 92807, Tel: 714/281-3007 FAX: 714/281-3807**



Pictured kit built/painted by Dr. Shaffer

Frankenrod™ is here! After free-lancing in graphics for 10 years, Dave Cohen breaks free in 3-D! His first ever kit, carved (yes, carved) from sculptors wax and expertly molded by Melissa Koch. Each piece was carved separately to mate completely and reduce the need for filler putty. Plans for the next kit are leaning towards "Liquid Lenny", a 'Weird-Oh/Roth-inspired drag boat shown below.

This particular kit comes in 14 pieces (10 resin; 2 styrene and 2 metal). It's 5.75" long and 8.25" high when built. Cost: \$110.00 plus \$5.00 shipping/USA. Shipping UK/Europe: \$20.00, Japan: \$28.00. Please send Check or Money Orders only. Comes with full color box graphics. This kit is limited to 100 numbered castings so you will want to get yours now before they're gone. We have one and can tell you that it is very well done. We would recommend this kit to anyone who longs for more Aurora/Weird-Oh-type kits to add to their collection. Very unique design and concept. Order yours from: **Dave Cohen, 8513 Riggs, Shawnee Mission, KS 66212-1135 Tel/FAX: 913/648-7506**



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Beyond the BARE BONES



with Tom Gilliland

Pictures by Jim Bertges

Hey gang! Back again with something new. When I began writing this column I promised to bring you tips and techniques from the more obscure end of the model-making spectrum. As promised, here are the details on two paint products that are sure to open up new avenues of approach to your

projects.

I learned of the first product one hot summer day last year while building some models in my workshop with William "Craft Beast" Craft. He was using a paint/wipe-off technique on some of the kits he had brought by to work on. I had been working on a technique like this for some time. Using slightly thinned acrylic paint, I would paint over a light basecoat, and then wipe away the thinned acrylic paint with an old T-shirt. The goal was to get the darker 'wash' to stay trapped in all the folds or wrinkle details of a surface while leaving the majority of the surface only slightly tinted. This frustrating pursuit usually was successful about 1 out of 4 times. The main problem was that the T-shirt soaked up the majority of the 'wash' or the 'wash' would flow out of the wrinkle detail and dry in blotchy splotches.

Watching William, I was



Photo B

amazed at the success he was having. When he applied his black 'wash' and wiped it away, he had a perfectly accented surface. At this point he let me in on his secret. He was using an oil-based ceramic stain by Bon Artiste. This medium is commonly used by ceramic painters to shadow the pieces they are working on as well as bring out subtle surface detail. I rushed out to buy some and to my pleasant surprise found that it was also available in several earth tones as well as green, gray and white. Well, enough of all this raving. Here is an example of how it works.

To demonstrate this 'wipe-off' technique, I have chosen to use a classic stand-by, the Horizon Creature model kit. The basketball-like texture on the Creature's skin is ideal for this stuff. First, you will need to basecoat your model with a color lighter than the stain you intend to use. Pale colors tend to work best and for this project, I chose to use Tamiya Buff color paint. Any

Photo A



subtle accenting that you want to include with your basecoat will need to be applied now. I used Tamiya Hull Red and White to airbrush some pink/burgundy into the mouth, through the belly and along the sides of the face. Allow this to thoroughly dry before proceeding further.

The next step will be to apply a solid couple of coats of Testors Dull Cote to the model (Photo A). Remember to spray the first coat lightly and then build thicker coats to avoid any weird reactions to the lacquer-based Dull Cote. This step is important because the Dull Cote will keep the stain from lifting your basecoat when you wipe it away. Allow the Dull Cote to thoroughly dry.

To apply the stain, I suggest a good sized flat brush (4,6) with a firm synthetic bristle. Begin by applying the stain, in this case, Bon Artiste Avocado, to a small sized section, being sure to brush it into all of the surface details (Photo B). Moving quickly, use a small swatch of cloth or tissue (my favorite) to wipe the stain off of the surface (Photo C). Press firmly as you wipe and try to go against the contours of the surface details as best as you can. Continue this routine until you



Photo C

have treated the entire area intended. When complete, the surface of your model should be as well shadowed and accented as this creature was (Photo D). Notice how all of the scale detail pops right off the surface and the face has all of its deep shadows already in place.

To clean up the stain and clean your brushes, the Bon Artiste bottle recommends mineral spirits. I usually use an older brush for this and clean it by squeezing out all of the excess stain with a rag until the brush is clean.

I think that you will find the ceramic stain/wipe-off technique extremely useful when trying to lay in deep shadows on a well-detailed model, or to bring out the skin/surface details. The best thing about this technique is that it takes no longer than five minutes to get results that look like hours of brush work!

The second product I discovered is an airbrush paint that has a color selection and application that will forever change your model painting. This awesome stuff is manufactured by a taxidermy company named Wasco and goes by the brand

name Polytranspar Airbrush paint. This paint was designed to be used by taxidermists to accent the 'real' models they were making as well as to paint fish displays. Because of this, all of the colors in the line are matched to natural tones found on actual fish and wildlife. Aside from a great series of transparent and semi-opaque natural colors, the line also includes fine metallic colors (reflectors), pearl coats and coolest of all, shimmering tones. If you have ever taken a good look at a real fish, you will no doubt have noticed the reflective halo of color that appears as you turn the fish in the light. As the highlights are struck by a light source, a metallic-like color is subtly reflected off the surface. The shimmering colors offered in this line duplicate this effect perfectly, without leaving a mucous-like film that obscures the color beneath it. Imagine the results of this on the Creature model (Photo E) used in the staining example as well as on any reptile, sea monster or alien model!

The transparent colors in the line offer the possibility of lightly accenting any surface with a few airbrush strokes. It is great for tinting strange skin tone with just a hint of



Photo D



Photo E

color. The fine grained mixture to these colors allows you to 'mist' on color with ease. No longer will you need to sweat your way through this type of operation using opaque model paints which can over color a surface with one wrong touch of the airbrush trigger. If you think your way through it, these transparents can be used for other unorthodox applications, like make-up on a face, airbrushing light vein patterns onto a skin tone surface or to subtly shadow a pale basecoat.

The opaque and semi-opaque colors in the line range from numerous olive and brown greens, medium to very dark browns and all kinds of reds, yellows and natural pinks. Even though these colors are referred to as opaques, in order to get solid tones from them, you must apply them in several layers. What is so great about them then is that as you layer you build up a depth to the color which you can vary as you travel across a surface. This will allow you to easily create patterned

forms on a model that will appear organic and naturally irregular because you can vary the intensity of the color you are working with to create more than one hue from that same color. This makes patterning a snap on models like Predator, Dinosaurs or Alien.

The metallics and pearls in this line blow away most other paint line offerings because of the incredible smoothness with which they go on. Many metallic airbrush paints spray a very grainy looking metallic onto models, the Polytranspar metallic (reflectors) go on absolutely smooth and subtly. Try using them as accents on models already painted in a metallic shade to create sharp highlights that blend well with the existing metallic surface. The pearl coat colors can be used to create satin fabrics simply by passing a few strokes of it across a basecoat. Try using it on a white shirt to get a slight silk appearance or on Dracula or the Phantom's

capas for just a hint of richness.

The Polytranspar paints are waterbased acrylics that come premixed for airbrushing. They spray through an airbrush like a dream and work best with a PSI of about 25 - 30 while the transparent colors seem to work best at a PSI of about 20. You can clean them up with water since they are so thin, and rarely do they leave behind any strong build-up of paint residue that requires a solvent cleaner to remove from your airbrush. The line offers 34 semi-transparent, 10 transparents, 6 shimmering tones, 4 reflectors and 10 pearl coats. These colors can also be intermixed to create many more colors and effects. Give this paint a test drive and I am sure you will find it useful beyond compare when looking for a paint to accent and further bring to life your model projects!

That's it for now. I hope you find the same benefits in these two 'wonder' products that I have. The Bon Artiste stain or a similar product should be available at a local ceramic/craft shop. The Polytranspar paints may prove harder to find. If you have trouble locating either of these two, they can be found at:

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12109 Ventura Place
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Thank you to Horizon Models for donating a Creature from the Black Lagoon kit for use in this article.

TMR

Artist Bio-Sketch

NAME: Tom Gilliland

AGE: 29

FAVORITE KIT: Horizon's Joker

FAVORITE PAINT: Polly~S

QUOTE: "Okay, now you need to punch in those details."

FAVORITE SCULPTOR: Tom Kuntz

FIRST KIT: Aurora's Flying Reptile

FAVORITE TECHNIQUE: Drybrush

The Closet Hobbyist

with Dennis Murphy



The Toyota pickup has got to be one of the most popular mini-trucks on the market. Work or play, you see them everywhere, everyday as stockers, utility trucks, mini-monster trucks, or super low sport trucks. It's little wonder why **Lindberg** chose to recreate this truck.

The box art depicts the Toyota Dually as what appears to be a lowered sport truck. In reality though, it sits as high as a 4 X 4 on all-terrain tires.

The parts in the kit are relatively flash free, however plan on doing some bit of touch up work on almost all parts in the kit.

The modified parts in the kit include the rear fender flares, auxiliary lights, rolled splash pan, cab fairing, windshield sun visor, brush guard, all-terrain tires and mag wheels. The tree of plated parts in my kit was a bit pitted. The parts are injected with a magenta colored plastic and the decal sheet included



blue and red flames as an option. This color combination was too much for me. I chose Testors Guards Red paint for my visual statement.

Following the instructions was straight forward enough, although the one exception was mounting the differential. The instruction sheet is a bit vague here. The differential *should* be mounted between the frame and the springs.

The completed dual axle assembly is too wide to tuck into the flares properly. The builder will need to carefully check the fit and determine how to narrow the track to their satisfaction.

If I were to build this kit again, I would use a razor to cut the backing plates free. The saw cut should be about right for narrowing the third member assembly, when the backing plates are glued back on.

The interior is a tub featuring bucket seats and a floor console. The tub interlocks with the body which has locating pins that line it

up with the chassis. I expected a potential problem here, but the three pieces lined up nicely. The pickup bed fit easily and lined up well.

The engine compartment consists of the Toyota V6 and has a decent master cylinder and booster, appropriate intakes and hoses. It's nothing fancy but it is fairly complete and accurate.

The Toyota Dually is a nice kit. It fits well and looks like it should. I can't help wondering why Lindberg chose 1:20 scale. Have they been overwhelmed with letters demanding 1:20 scale kits? The number of modifications to the kit in this scale are quite limited.

Let's face it, models out of the box are fun, but modified kits are more fun. In 1:20 scale your fun is restricted. The Lindberg Toyota Dually is a good kit in 1:20 scale. It could have been a great kit in 1:25.

The Gradebook	
Ease of Assembly	B
Detail/Accuracy	B+
Box Art	B-

Artist Bio-Sketch

NAME: Dennis Murphy

AGE: 43

FAVORITE KIT: Ducati 900/Tamiya

FAVORITE PAINT: Model Master

QUOTE: "It's gotta be fun."

FAVORITE COMPANY: Hasegawa

FIRST KIT: Hawk AT-6 (Texan)

FAVORITE TECHNIQUE: Mottling



Desert Tribesman of Sakaara



Model, Article & Photos by Robert C. Wine



The scene is the desert planet of Sakaara. A warrior of the tribe of the Najaah riding his sturdy mount called a "hogaat" trundles his way past the wreckage of a Mintaran space fighter brought down when the Mintarans attempted to

invade Sakaara.

The inspiration for this vignette interestingly enough has NOT come from "Star Wars" as many have supposed, but rather from the more exotic climes of Edgar Rice Burroughs' Martian novels and the more terrestrial scenes of Indian mahouts and their elephants.

The Najaah tribesman was made from a 1:35 scale Heller Moroccan since the stance Arabs use in riding camels made more sense than having the poor soul trying to straddle such a large beast. The arms were repositioned and a variety of personal weaponry added such as a short sword, dagger and a heavy beamer pistol holster. The particle projector rifle was cobbled together from bits from the parts box. As an extra touch, a canteen and bandoliers of spare energy packs were added to his personal kit giving the rider a

slightly more military appearance. The figure also had a small beanie-type helmet and a tassel added to his headgear. His clothing is painted a medium olive green with leather sandals and he wears a black outer robe proving what a nasty customer he is wearing dark clothing in the desert.

The hogaat is a converted Airfix Stegosaurus, of an indeterminate scale. The large bony plates were left off and the spikes on the tail were trimmed down to represent bony knobs. A large saddle was built up with sheet styrene and then tissue paper coated with white glue was



applied, speculation being that the hogaat is ridden with an affair similar to camel saddles. A cinch strap was added and a bridle set was wrapped about the head. For a final touch, a large, lolling pink tongue hangs out of one side of the creature's mouth.

At the back of the saddle is the tribesman's personal kit consisting of a bedroll, saddlepacks with his worldly belongings and a water keg which is vital for a deep desert warrior. A prized pair of binoculars dangles from the pommel of the saddle. A knotted rope is off to one side of the saddle as an expedient way of mounting the beast should it prove too obstinate to kneel for its master.

The creature was painted a medium green with yellow details and a tannish yellow underbelly. A heavy coating of dust was added starting at the feet and getting progressively lighter farther up the body.

The base is trimmed particle board with ground texture consisting of some perma-scene (yes, it can be used successfully), and some cheap-o kitty litter - the stuff for 50 cents a hundred weight and without the green or blue bits. This makes excellent sun-baked rock and ground work. The space fighter wing sticking up out of the ground is sheet styrene and odds and ends, with the cannon pod from a helicopter ordnance pack. It was burst open using a dremel tool and candle flame and detailed with exposed wiring



The Tribesman's personal kit

and circuitry from the "spares" box. The exposed exhaust cone is from a plastic adding machine spool used because of its interesting shape.

Final painting was an extensive corrosion job on the fighter wing, using antique bronze with washes of rust, grime and dust. The model was a blast to make, each facet an exercise in imagination. Analyzing the tribesman's needs and requirements was a great problem-solving exercise as well. The real pride was taking a Master Modeling Trophy at the 8th Annual Cypress Model Show back in 1980.



Trimmed particle board, Perma-scene and kitty litter for the base

TMR

About Robert C. Wine: Robert has been modeling for years and has been active in his local IPMS club as well. He thoroughly enjoys scratchbuilding and customizing kits in an effort to create a story. The lizard rider in this creation is part of a science fiction novel that Robert has been presently finishing up before submitting to publishers. We appreciate the amount of work that went into this creation and wish Robert the best in his writing endeavors as well.



Laughing All the Way to the Grave...

~With Shawn McLaughlin of Death, Inc.

by Fred DeRuvo

Shawn McLaughlin isn't afraid to speak his mind about a lot of things, but mainly about the modeling industry. He brings a certain intensity to his craft and ultimately to everything he touches. That's part of him - period.

I first met Shawn at The Mad Model Party (the *first* one in 1994). I found him to be energetic, enthusiastic and certainly a guy who knows what he wants to contribute by way of models and conversely, what he wants out of it. It was too hectic to sit down with him during the party and find out what drives him, but recently we were able to talk at length about what he does and how he got there.

We first asked him about his company, Death, Inc. - when it started and how the name came about. "Death, Inc. was born in 1992," he relates. "My choice of a company name was simple. Ever



Warrior of the Wastelands

since I was a little kid, I wanted to call a business 'Death, Inc.' if I ever started one. Also, the shock value appealed to me. When I started my company, Danny Soracco, of

Dimensional Designs, was gracious enough to invite me out to San Francisco to learn mold-making techniques from the master himself. Over the years, I've learned new tricks and acquired some secrets for doing high quality castings. Thanks for everything Danny!"

Shawn, through Death, Inc. has produced many kits, but his very first kit was called 'Warrior of the Wastelands' based on the Mad Max character. "Randy Bowen sculpted the majority of this kit," explains Shawn, "with Randy Lambert sculpting Max's clothing. To date, it has been my best seller, probably due to having been around the longest (give the others a chance to catch up!), and because it's based on a popular movie character that everyone likes, but no one ever bothered to do. It's still in production today."

Who does the major portion of



"Cabbie" sculpted by Paul Komoda (left); and the new "Scarface" in-progress kit sculpted by Steve West

sculpting for Death, Inc.? Who does all the mold-making work for Death, Inc.? And as far as coming up with the ideas for a kit, is that something you do or does a sculptor come to you with an idea or both?

Death, Inc. uses a wide array of sculpting talents. I have been lucky enough to be able to work with such talents as the likes of Randy Bowen, Paul Komoda and Steve West. I highly admire these artist's work. Al Reboiro has sculpted three of my kits and is also really great to work with. As far as the mold-making work, I take care of that myself. I, Shawn McLaughlin, as owner of Death, Inc., when I hire a sculptor, fully orchestrate the piece I want sculpted. I am always open to creative input from the artist and have, on occasion, done kits that were other people's creations.

Speaking of your kit creations, you have produced a great, high profile kit line: Snake, Megadeth, Eastwood, Cabbie etc. It's interesting though, that you haven't relegated yourself to choosing only people as subjects for kits. Al (Reboiro) has sculpted the 'Them!' kit based on that great sci-fi thriller of the same name from days gone by in which giant ants go on a rampage. The movie is a bit cheesy by today's standards, but pretty cool when it first came out and in many ways remains a cult classic. Do you have any other animal-oriented kits based on movies in the plans for the future?

Well, I released 'Them' partially as an Aurora homage and also because there wasn't a good 'Them' kit available. As far as any other animal-related kits, I plan on doing a few more vintage "What if..." kits including 'Attack of the

Crab Monsters.'

That would certainly be interesting to see. It's worthy to note that your kits come complete with detailed bases unlike many vinyl kits today. Have you ever given any thought to producing simply a line of bases that could be utilized with a number of different kits or do you think you'll primarily continue releasing full kits with bases?

I released the 'Snake' base separately due to its universal appeal, but I have little interest in bases by themselves.

Have you ever thought about offering your kits without bases at a reduced price? Do you think there is enough of a call for that in the industry, or is it simply your preference to continue producing kits with bases?

No, I won't release my kits baseless. When I envision a kit, the vision comes complete with figure and base (the base being an integral part of the kit). To me, a model kit lacks something if a base is not included. Anyone ever wanting to purchase a figure separate from a kit could always be accommodated. All they need to do is ask, but I will not normally package my kits this way.

Let's move on to another area within the modeling arena. First of all, what impresses you most about the figure kit industry today?

Not too much! There are too many get-rich-quick schemes,



Hitchcock bust sculpted by Harry Inman



The Real Coffin Joe, with Shawn and The Coffin Joe model kit

sculptures being released I wouldn't relieve myself on, atrocious castings of kits and some people with really crappy personalities.

Would you care to elaborate a bit?

Accepting a poor sculpture, releasing an unfinished sculpture or, for example, pieces not fitting together or pieces that have finger prints on them or a rough finish, facial likeness not all the way there, poor or no packaging, lack of instruction for building and painting the kit and just simply cashing in on what's hot! All of this falls into the 'get-rich-quick' category.

But, here's what impresses me about this industry: crisp, clean quality castings by the likes of Dark Horse, Janus and Kim Ito; beautiful sculptures by artists like John Dennett, Shawn Nagle, Tom Kuntz and Paul Komoda, etc., etc. There are a number of companies with their heart and soul in this business. These companies and their owners have earned a rightful place in this field and the respect of their peers and public (you know who you are and I applaud you!).

What would you like to see change within the figure kit industry, if anything?

I would like to see more diversity and more original thought. Dozens of variations of Frankensteins, Aliens and Predators make me wretch! I would like to see unique visions such as the **Fewture** models take a more prominent role in today's model industry. I would also like to see companies take more risks with their characters, such as Dimensional Designs' Peter Lorre



Dimensional Designs' Mad Love kit. Still available. See their ad this issue.

Mad Love kit and Janus' Chaney.

The figure kit market has always been there. It's the interest that has grown over the years. People have always wanted these lesser known characters on their model shelves, but no company ever bothered to do them. A large polystyrene company needs to sell thousands of kits to make a profit, yet in the resin field, a more specialized taste is developing for characters/creatures that have never been done as models. The resin field also allows for a highly defined, more detailed piece to be produced. There are limitations in making a polystyrene kit.

What's ahead for Death, Inc.? You mentioned to me previously that you'll be branching off to do other things. What are they? Beyond this, what kits do you have coming up in the future toward the end of 1995 and early part of '96?

Future projects include 'Scarface', sculpted by Steve West. This kit will be depicting Al Pacino's blood bath in the finale of the film. A multiple-figure 'Reservoir Dogs' piece sculpted by Paul Komoda is also due very soon. Paul and I also have a bizarre female figure sculpture on the drawing board. I am especially proud to announce a special limited edition Joe R. Lansdale line, endorsed and licensed by the author. Two of his most popular characters from The Popcorn King (sculpted by Ian Coulter) and God of the Razor (sculpted by Richard Klink) will be the first two releases in this line. Another sculpture by famed 'Megadeth' artist Ed Repka is also in the works. Future cult movie characters that I would like to see in kit form (although who knows if they'll ever be produced as kits by myself or someone else), might include Dustin Hoffman as Ratso Rizzo, Marlon Brando from On the Waterfront, Charles Bronson from Death Wish and Steve McQueen from Papillon.

Recently we acquired the licensing rights from Vernon Wells



Van Damme's "Cyborg"

himself to his character "Wez" from the Road Warrior movie. Hopefully Paul Komoda will sculpt it.

I've done quite a bit of work for a number of other companies including Needful Things (some molding and casting), Netherworld (use to pour their kits), Distinct Extinctions (molding and casting), and recently I'm proud to say that I'll be doing all the molding and casting for the legendary Misfits. They just released a Jerry Only kit (sculpted by Bill Paquet) and have some unique wall plaques of their album covers. On the Jerry Only kit, it comes with over 160 chrome plated studs for his jacket, leather guitar strap, guitar, crimson ghost base.

Well, we've really appreciated your time Shawn and we wish you the best in the future. We know that Death, Inc. will be around for a very long time.

To our readers, if you're interested in finding out about Death, Inc.'s full kit line, with prices, please contact them at:

Death Inc.

656 10th Street, Lyndhurst, NJ 07071

Tel: 201/945-4032

Joe R. Lansdale's "God of the Razor" (right). This is a shot of the kit 90% complete. Missing is the top hat lined with razors, straight razor in extended hand, timepiece attached by intestines in other hand and frontal nameplate. Kit is sculpted by Richard Klink and is based on a character from Lansdale's novel NIGHTRUNNERS.



Just the gal to bring home to mom - Julie from Return of the Living Dead III





PREDATOR: Model Hunting Part 2

Article & Photos by Mark Schaefer

In the last issue, we talked about and highlighted an array of Predator kits that have been produced by a number of different companies. We ended our part one by mentioning that Monsters in Motion carries a Predator VS Arnold kit that was made in England.

In this second part, I'd like to highlight many of the Japanese, Canadian and other foreign companies that have produced Predator kits.

Let's start with G-Force of Canada, which has a whole series of resin Predator kits. Gary White of G-Force carries a 1/3 scale mask for for the 28" tall, FX Models, English Predator kit. Gary also has a 1:5 scale Rooftop Predator kit that is unmasked. It comes with a beautiful base that has gargoyles on the front two corners. The base can be mounted on the wall like a shelf. He is squatting down in a great pose. The Predator also has an original weapon in his hand.

G-Force also carries a 1:6 scale Collector's Trophy kit, which is one of the Predator's skinned human victims with a choice of three different heads.

Also on hand from G-Force is an Arnold Schwarzenegger 1:5 scale "Dutch" kit based on the first movie. He's holding a pear in a very nice pose. A deformed pygmy Predator kit, a 1:1 scale Predator head and a "Predette and Sprogette" kit (female Predator with her baby) are also on G-Force's list. All of these kits are nicely produced.

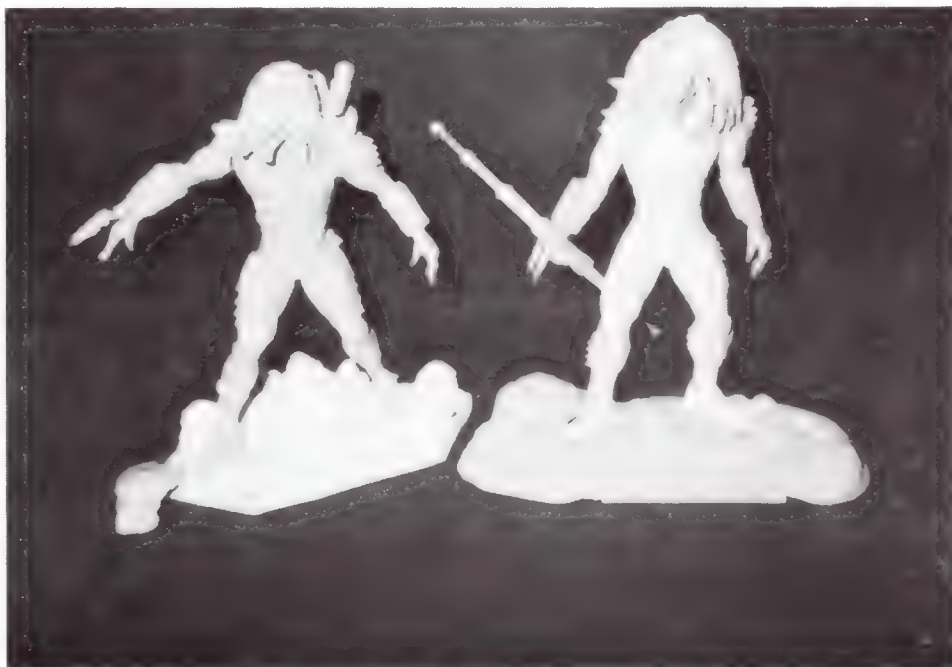
Many different Predator kits have been released by various Japanese garage kit companies which are usually sold at the Japan garage kit festivals and shows. Koji Sugimoto has made several amazing, limited



Gort's original Predator with double-blade axe

Predator kits. The name of his company is Gort. His first Predator kit was a resin Predator 2 with spear. It is 8 inches tall and comes with a very nice base complete with a human and an alien skull. It comes with two different right hands, one for holding the spear or being empty. It also comes with two different faces. You can build it with the masked face piece or the unmasked face piece. Each dreadlock hair piece is a separate piece. The kit has a lot of great detail. Koji's next release was a 7 1/4 inch resin Predator from the first movie. It also has great detail and a wonderful base. On this base are several human skulls and a prototype head of what the Predator was suppose to look like in the first movie. Again each dreadlock was a individual piece. It came with two options of an unmasked face or a masked one.

Koji next released was an original, unmasked resin Predator. it stands 10 1/2 inches tall. He has a double bladed axe in his left hand. His right hand is reaching up over his head and he has a steer skull, with horns on the front of his loin cloth. It came with no base and was limited to only 30 kits. Koji has also sculpted a very large, one-of-a-kind, Predator. This Predator is holding a staff on a base containing many skulls. On top of each human skull is a letter spelling out the word



From Japan: Gort's Predator & Predator 2 kits

"Predator." Hopefully, Koji will produce this in kit form one day.

A Japanese garage kit company called Field has made a very nice 5 3/8" resin Predator kit. It comes with two different heads, masked and unmasked. It also has a nice base with a human skull and spine lying on a large rock. A second more rare version was made of the same kit. It was made of transparent resin and did not come with the base. It came only with a nameplate and several human skulls. It is amazing that this kit does not have any exterior or interior air bubbles. Both kits came bagged with photos of the finished, painted kits.

Soukeisha, another Japanese garage kit company, came out with a small resin Predator kit titled, LV-426 Another War. The Predator is squatting down on top of an alien that is sculpted to the base. It is the first kit in a series of American horror movie kits. T. Yamada is the sculptor and he has created the Predator in this kit unmasked, although the mask is lying on the base and he is holding a disc weapon in his right hand.

There are many unknown Japanese garage kit producers that made deformed (kits with short, distorted bodies), garage kits of Predators. There is a very small, pink resin 1 1/2 inch masked, deformed Predator. There are two different 4 inch blue resin, deformed Predators. One is from the first movie and has the same pose as the Dark Horse first Predator kit. The second is from the Predator 2 movie. He is holding a spear. Both kits are unmasked.

There is a 2 3/4" white resin, deformed, unmasked kit that comes with a mask that clips over the Predator's face. There are many other deformed Predator kits that have come from Japan.



Japan's Field's Predator 2-version kit: White resin w/base (left); clear resin, no base (right)

Predator seated at a large throne. At the top of the throne is a large Predator's mouth. There are many spikes and several different types of skulls on the throne and base. The arm rests of the throne are made of aliens. The Clan Leader is holding a long staff in his right hand with a human skull on top of it and spinal cord wrapped around it. In his extended left hand, he is holding a human skull. The throne is 11 3/4 inches high. The seated Predator is 9 inches high. There is quite a bit of imagination and work that went into this one.

Halcyon of England has released a licensed styrene kit of Predator 2. It was sculpted by Colin Batty. It is very nicely detailed and very affordable. The box is beautifully colored artwork. It has many pieces including a base. Each dreadlock is a separate piece. The Predator is holding a sword in his left hand and a human skull and spine in his right. His dreadlocks appear to be blowing to one side.

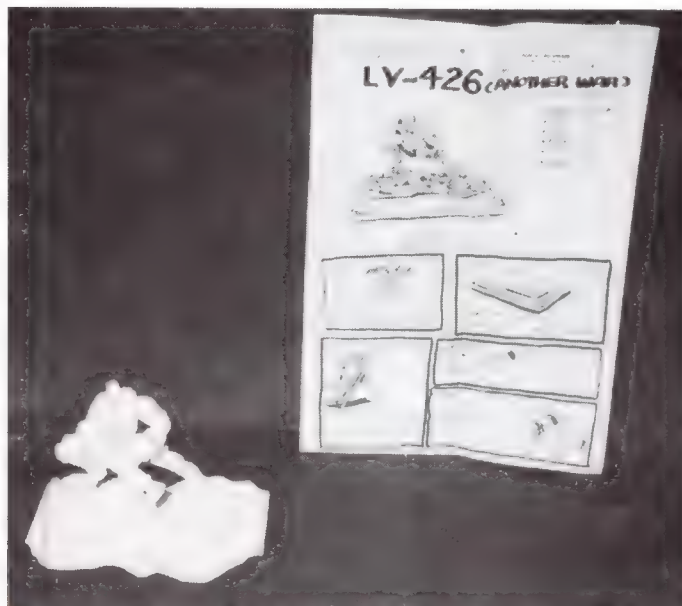
Kenner will be releasing this spring an excellent built and painted kit of an unmasked Predator. He is crouched in a tree with human skulls and a snake. He has a spear in his right hand and his helmet in his left hand. The kit is in a great pose and has a very nice paint job.

There are many one-of-a-kind, customized kits that go up for sale from time-to-time. There are also many one-of-a-kind prototypes that exist or are currently being worked on. Many artists do not want people to know about their kits until they are done. I will respect their wishes and end my article here.

I would like to thank the following people because without their support, this article and photos would not have been possible: Fred DeRuvo, Shigeru Matsushashi, Terry Webb, Mike Wowczuk, Randy Bowen and all of the fantastic artists and model companies mentioned in this article. You have all done a wonderful job. Thank you. If you have any questions or comments, please write me at the following address:

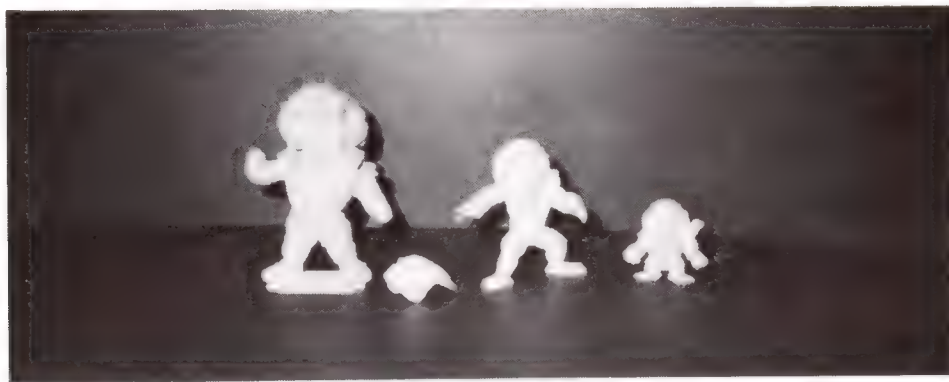
Mark Schaefer

298 Stone Fence Road, Rochester, NY 14626



Soukeishas' LV-426 - Another War

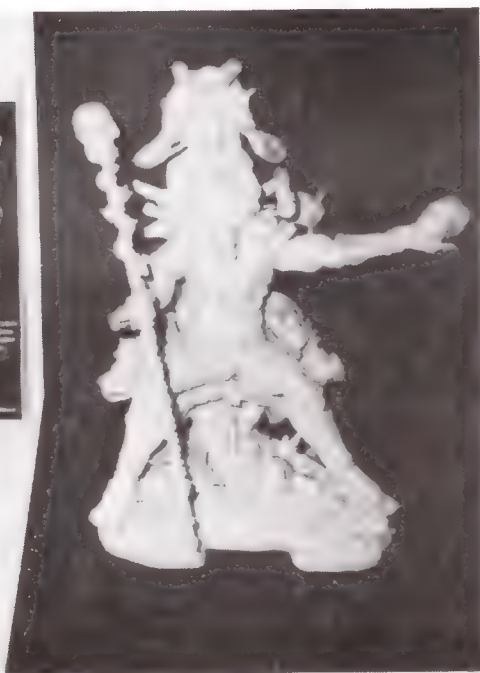
Skull Shop of Holland made a Predator kit called - The Clan Leader, which is a 1:6 scale resin kit. It is distributed by Eurestle Resin. The kit has an unmasked



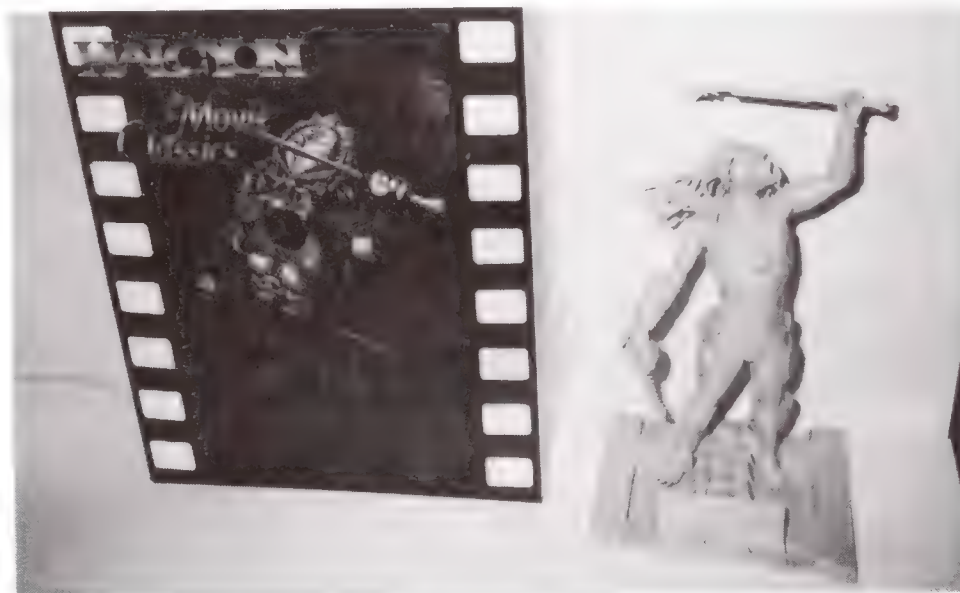
Several examples of Japan's Deformed Predators



From Holland: Skull Shop's Clan Leader



Kenner's Predator



Halcyon's recent Predator 2

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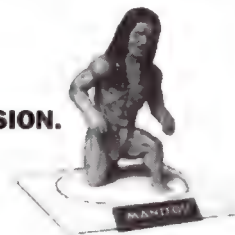
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IN THE ARENA



with Steve Goodrich

Horus *The Gradebook*

Let the critics bash Stargate™...Let so called fans of sci-fi spout off with their Byzantine babble of how this movie doesn't cut it...Love it or hate it, no one can deny the glory that is found in the costumes! I smell an Oscar.

The noble hawk headed god Horus is one of **Horizon's** first kits in solid resin. Sculpted by Moto Hata and Hidenori Ichikawa, this 1:5 scale kit is my idea of perfection in pose and sculpting talents. Rather simple a pose for action buffs, it exudes raw power with simple beauty.

For the modeler who is used to resin, this is a fairly easy build. There were several sprues to cut off, hairline seam lines to sand and several air pockets to fill in. But it should not discourage the resin novice. The worst part is getting the true shape back to warped staff sections. This is easily accomplished by putting the piece in a bowl of very hot water for a minute and then bending the piece straight.

Don't forget to look under the cardboard "floor" of the box for four pieces to construct a pyramid or base for Horus; you'll also find a name plate there.

This model will take some time to build but always keep in mind extra fine detail usually indicates more pieces. Limited to 4,000 copies (not very many on a world wide scale), each kit comes with a numbered and

Ease of Assembly	B
Sculpting/Pose	A+
Box Art	A+

signed certificate.

With 23 pieces to work with, one would consider such a piece could easily sell for \$200.00, but Horus is only \$89.95! Better order right now or you may miss him!

Lastly, the box is sublime and sure to satisfy everyone. One side is a color photo of the model (built and painted by Tom Gilliland) and the other side is a wonderful painting of Horus.

Let your spirits soar with Horus and treat yourself to this one - you can't put a price tag on something this wonderful!



Steel *The Gradebook*

Reviewing comic book characters one doesn't follow is interesting in that

Ease of Assembly	B
Sculpting/Pose	A
Box Art	C+

it's difficult to know for sure that the true personality of the character has been captured. This can also work for the review as one can more easily concentrate on the artistic merit of the character's presentation.

Horizon's rendering of Steel blazes sheer power. Sculpting by Taishiro Kiya is truly one of the best. The harsh angles of Steel's muscular form and the fluid grace of his cape play off each other in a symphony of movement.

One air bubble was found on the upper back rim of the left boot. Overall, the 16 pieces of this kit prove to be easy work. But there is one small catch: as with any cape presented in vinyl, the pieces must be cut very carefully as any edge showing that they are anything but flawlessly genuine cloth. Being in sections, the cape also requires some putty work to hide joints. Modelers

should be prepared in advance to put in a couple of hours extra to hand sand areas of the cape for a more rewarding finished piece.

Seam work is also required on the fingers of each hand. These are separate pieces so they may grip the handle in a realistic manner.

It should also be noticed that the hammer's handle is a solid acrylic dowel. Normally it wouldn't cross your mind but it's an idea that guarantees the handle will keep true straight lines to its form. In the past, Horizon has done pieces of this nature as vinyl parts; i.e. Wolverine's claws, that despite all the TLC in the world, hate to hold a perfect shape. When Horizon makes this sort of improvement to its product, we should always give them a hand. It shows they're always brainstorming for new ways to upgrade their productions.

The box art is of the type I most enjoy: photo work-ups. The front of the box shows a front view of Steel. The back of the box is interesting in that it's some custom bashing showing Steel without the cape in rear view. This is some species of genius in presenting the modeler with no questions as to complete proper painting.

Many may view this as redundant. But we must not overlook the fact that new modelers are entering this arena all the time and newcomers can use this type of help. Today's vinyl virgins could be tomorrow's sculptors or producers, so let's help the new folks all we can and welcome them to our hobby.



Morning Star

Morning Star, by Soldat, is a three piece, in 90mm

<i>The Gradebook</i>	
Ease of Assembly	A+
Sculpting/Pose	B+
Box Art	N/A

format...that's 5 inches to us imperialist diehards! So, at \$27.95 I think the price is a tad steep, but if you collect this type of beauty, or 90mm role playing game pieces, the price is delicious.

Morning Star is rather scantily clad considering her battle gear, but is a fine nude study to be sure! Seam lines are easy to deal with as the piece is obviously from a tight fitting, solid mold.

The two add-on pieces are the hands - one holding the shield, the other a mace. If you file joints carefully to join them, no putty work is needed as the wrist band armor pieces match the arm pieces where a natural line occurs. I didn't even bother to pin the joints. The piece is so light that there is no stress on these joints...even the chain (which I was first tempted to replace with cheap necklace type chain), surprised me. It has considerable flex for resin and is viable.

The sculpting is wonderful! The face is beautiful, anatomy is perfect and the stance is a relaxed essay in symmetry. For me personally, the way I love a model of a character to be...A+++ material! But it gets rated B+ only. This is no great mystical paradox. It is because I realize the majority of collectors would prefer a wild action pose to an "at ease" stance. (By Zeus, I do try to play the devil's advocate here!).

The piece comes in a zip-lock bag so that clinches discussion of any box art, but hey, some of my own very favorite garage kits lack boxes so let's not get over zealous over the matter. In a nutshell, Morning Star is glorious! Contact: **Soldat, 6 Marisa Drive, West Bridgewater, MA 02379, Tel: 508/587-8067**



Artist Bio-Sketch

NAME: Steven Goodrich

AGE: 43

FAVORITE KIT: The Hydra

FAVORITE PAINT: Gare

QUOTE: "Resin is as resin does."

FAVORITE SCULPTOR: Tom Kuntz

FIRST KIT: Aurora's Frankenstein

FAVORITE TECHNIQUE: Chalking



BATMAN: -Related Kits from Past to Present

by Fred DeRuvo

One of the first Aurora figure kits that I ever built was Batman. For me it was and remains a very cool kit. This particular model, as with many of Aurora's figure kits, caught the essence of the character in an action pose with a base that complimented the figure nicely by completing the picture.

I don't know of anyone who would question the validity of Batman as one of America's premiere comic book heroes. Even though he's changed tremendously over the years since Bob Kane first introduced him in 1939 in Detective Comics #27, he still remains Batman, the Dark Knight. This is the guy who likes to step on the toes of the criminal. The guy who enjoys the fight and always smells the victory in the end.

What's happened over the years since Batman's arrival on the comic book scene has been nothing short of a miracle when considering the staying power of the Caped Crusader.

In many ways, it has been Batman's ability to evolve and adapt, yet remain true to the times that he (we) live in that has kept him alive and formidable.

It's easy to see how Batman has changed since his introduction to the comics with true bat-like ears and cape. By the 1950's, his ears had shrunk down and his cape took on a more billowy and free form look. The 60's gave Batman's outfit an emblem on his chest which now looked more like the Bat-signal, with a yellow oval behind the bat. In the 1970's,

Batman had become much more serious and the comic book artists at this time put the "wings" back into his cape. The 80's presented a Batman that was truly much more of a Dark Knight and even Gotham City reflected this mood.

Now in the 1990's, one of the ways we see Batman is in the Animated Series and even though this is a cartoon, the mood is dark and brooding, going back to Batman's roots as the Dark Knight.

Batman has not only changed in the comic book, but on the screen as well. Beginning with the old Columbia serials that first cast Lewis Wilson and Douglas Croft as Batman and Robin respectively in 1943, then later in 1949, Robert Lowery and John Duncan played the Caped Crusaders we had our first

glimpses of the Dynamic Duo on the screen. Everyone of course, remembers Adam West's portrayal of Batman in the 1960's TV series, along with Burt Ward as Robin. These are the only shows that true Batman fans have been able to fall back on because there was nothing else...until 1989. It seems at this point, Batman took on a persona that was only heretofore felt in the comics. Keaton's portrayal of Batman certainly went a long way in separating this new Batman from everything that had gone before, most notably the 60's ABC series. Even the car in this feature film strayed far from the Barris concept.

This new Batman in Keaton, was mean, tough and to the point with criminals. He didn't dance around their banter. He went in for the kill. The movie itself was amazing, largely because of the special effects that were used throughout.

We spoke with Brian Cole of England who worked on some of the props in this first Batman movie. He's been in the business for 28 years and started out working for a gentleman named Peter Astin. Brian stayed with him for about seven years and then decided, "I ought to



Aurora's Batman (w/MPC head) & Robin CS kits; built by author

go into business for myself. I began to go around to the different studios and then people started calling me. It went from strength to strength until I was pretty well known in my own right as a miniaturist and model maker."

Brian created or helped create a number of the special effects and miniatures used for the first

Batman movie, most notably the Batwing, which was six feet in diameter. Actually a number of Batwings were created, but this one was used in the flying sequence where Batman cuts the balloons that the Joker is going to use to kill all of the Gothamites.

"The Batwing took eight weeks to create," states Brian. "We carved the original sculpture in what's called 'jelly' which is a type of hardwood, harder than balsa wood. A mold was made of it, then the entire Batwing was created in fiberglass. We also made another one, which was 12" diameter. This particular craft was mainly used for the crash scene. The front quarter of it was built using pewter - front end and down one wing - the purpose was so that it would crumple up when it came time to crash it in front of the miniature cathedral we had constructed.

"We used an Action Man figure to represent Keaton in the cockpit of the Batwing and a sculptor was brought in to do Keaton's face on the miniature figure," explains Brian. "We also built parts of a 1:1 scale Batwing which would be intercut with some of the background flying sequences used with Michael Keaton."

Brian Cole also helped build the



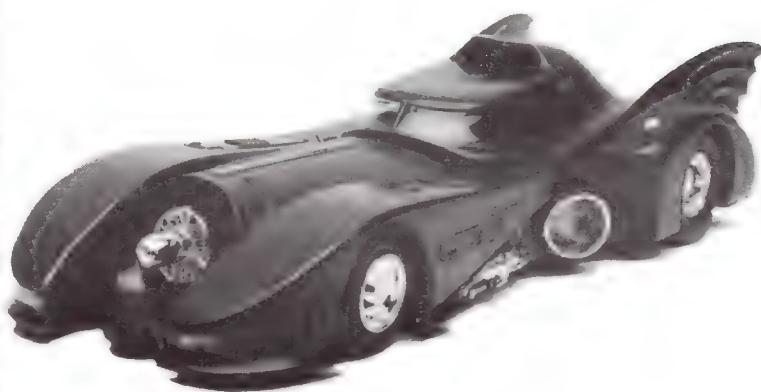
The latest version of Batman's street rod (Photo by Jim Bertges)

huge Cathedral which was seen throughout the movie and particularly in the movie's final climactic scenes. "The Cathedral which was built was 28 feet high," explains Brian. "It was built in two sections with the bell tower section standing about 18" high and was constructed in plywood. The exterior was done mainly using plaster. This allowed the "stone" or "brick" work to be carved into it and also allowed us to show the aging easier since plaster is very easy to work with."

Brian has since been very busy continuing to do miniatures and models for theatrical releases, as well as TV series, most notably, Robocop and William Shatner's TechWars.

Fortunately a number of model companies have produced licensed creations of their own. Based on the 1989 Michael Keaton movie, AMT/Ertl released a model of the all-new, unadulterated Batmobile that now cruised the mean streets of Gotham City. It was certainly a sleek vehicle, appearing to be much tougher than the Barris Batmobile. The Batwing was also reproduced in plastic and it came with a figure of Batman in the cockpit. A number of Japanese and other foreign companies were also producing Bat-related kits, but the figures all pretty much resembled Michael Keaton or Jack Nicholson's Joker and the vehicles either looked like the Barris Batmobile (or tried to!, like Imai's two versions), or they looked basically the same as what Ertl was producing.

Finally by the second Keaton movie, model companies were beginning to feel that maybe Batman would be sticking around for awhile. Horizon produced models that were startling in their resemblance to Danny DiVito's Penguin, Michelle Pfeiffer's Catwoman and Michael Keaton's Batman. They were great



AMT/Ertl's Second version of the Batmobile - complete w/gas turbine engine

kits (although it's hard to know exactly what Catwoman is suppose to be doing!). Penguin is obviously in the middle of giving a speech and Batman is ready to kick some villain's deserved butt. AMT/Ertl also offered to us a slightly different version of the Batmobile (one with a removable gas turbine engine), a Batmissile (a thinned down and fighting version of the Batmobile), and finally, the Batskiboat which cruised over the water in the sewers. These last two kits were simplified snap kits.

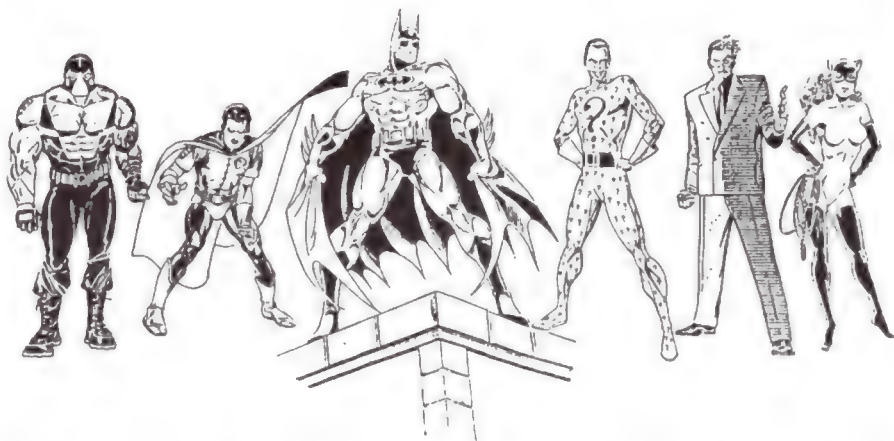
Now we have a third movie out, Batman Forever™ starring Val Kilmer as Batman and this time Robin is with him. I've always felt that Robin has been an integral part of what the Caped Crusader is all about and yet he was conspicuously absent in the first two films with Keaton. I guess after

reading the comic books for years and seeing how much Batman and Robin went together impacted me more than I realize. Well, Chris O'Donnell as the Boy Wonder is here in this third movie installment - finally - and he's got the right attitude.

Aurora produced two versions of Robin with the second being slightly altered to make the Boy Wonder miraculously

into the Teen Wonder of the later comics. Up until now, as far as we're aware, these have been the only authorized and licensed Robin models ever produced.

Horizon is changing that with their plan to release six Bat-related models beginning later this year, all of which will be in 1:8 scale and produced in resin, not vinyl: Batman, Robin, The Riddler, TwoFace, The Catwoman and archenemy Bane. Beyond these kits, at least two Batmobiles will be produced, possibly three, from different stages of Batman's comic book career. One from the 1950's, one from the 1970's and another as yet undisclosed version. Though these kits will be based on the DC characters and not the movie versions, they will still most certainly be a welcome addition to our model collection. Each figure kit will come with a base and wall



Horizon's new kits: Bane, Robin, Batman, Riddler, TwoFace and Catwoman based on DC's comic book characters. (Poses may differ)



The newest Batmobile (above) from Revell! Produced in 1:25 scale; rib-cage styling reveals internal metal engine; authentic cockpit includes unique detailing and a tinted dome windshield that opens and closes. Tailfin is positionable (V-shaped or closed); black vinyl rolling wheels and plated and tinted parts. Skill Level is a 2; Suggested retail is \$13.50.

On the right is the all-new Batwing in 1:32 scale. Rib-cage styling allows view of internal engine; plated and tinted parts along with display base. Suggested retail is also \$13.50



The third entry based on the movie vehicles is the Batboat in 1:25 scale. The engine can be seen through the slotted rib-cage styling. This kit also has plated and tinted parts along with a unique display base and logo decal. Suggested retail is also \$13.50.



The Dark Knight himself (not pictured) will be available in 1:6 scale vinyl. This kit promises to be in a dramatic pose prepared to throw the Batarang. Suggested retail is \$29.50.

and can be placed next to each other to form one large diorama scene.

Modeling manufacturing giant Revell will also be producing a number of Bat-related kits shown here for your viewing pleasure.

Who knows where Batman will be in five, ten or twenty years from now? My hunch is that he will be alive and well, probably looking a bit older, certainly wiser, sporting a slight costume change along with more technologically inclined vehicles, but he'll still be doing what he does best - fighting crime in Gotham City.

TMR

Kit-Bashing Sci-Fi Vehicles: Light Hover Tank

Article & Photos by Tommy Ellis



This idea came about during the drive from Chicago to Nashville after a model show. The trick was to build an anti-gravity tank that would be suspended off of an alien landscape base and show the anti-grav plates. The kit was also to be lit to produce a surrealistic glow which would emanate from under the tank.

With this idea in place, the next step was to find the right "victim". For this particular case, I chose a BMP-2 by ESCI. Because of the profile and simple design, the kit made a good starting point. Since I wanted additional weapons, I also used an Italeri M-163 kit. I liked the turret and extra details such as packs, tarps and bed rolls that would give me plenty of inventory to add later.

The gun system was the first step. I cut the detail off the

BMP turret of the M-163 and cut the BMP turret to accept it

you like to give your kit the right finished look.

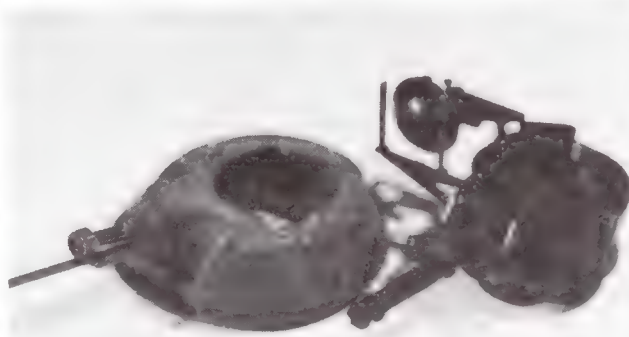


Photo A

(Photo A). All of the turret details are added now and the turret put aside. If you prefer photo-etched brass, find some

Next, take the upper hull and add the side armor from the top of the hull to the top of the fender. Build the box for the lights from styrene and line it with mylar to help with reflection. Cut two holes in the lower hull for the gravity plates and glue on the rear door (Photo B). Now glue the box into the lower hull and attach the upper hull. Cut the new

lower hull armor by gluing sheet styrene to the kit, cutting it oversized and sanding to shape. The fenders have small points that extend down; these should be trimmed to match the inner hull plate. Fill all the gaps with putty or super glue and sand to shape. Before gluing the new lower armor on, drill a hole in the right side three quarters of the way to the rear for the brass tube that will



Photo B

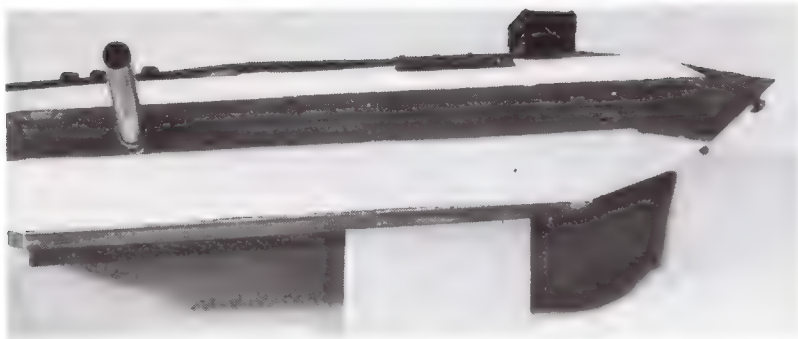


Photo C

support the tank and give you a place to run the wires (Photo C).

After you glue in the brass tube, add the rear hull armor. This is done the same way as the side plates were done. Simply glue over-sized pieces in place, trim down with a hobby knife and sand to shape. You are now to the point of adding the details to the hull. I used all of the lift rings from the BMP, and the M-163 supplied extra handles and tow hooks along with ammo cans and fuel cans. A trick with sci-fi projects is to use pieces in places they weren't intended. On my kit, for instance, the missile and a road wheel became a sensor. The missile mount halves and

other bits were used to add needed detail to the new armor which had nothing but flat surface. Use your imagination, don't try and use the pieces as the instructions call for them to be used. Be flexible.

The lights and power pack came from Ertl's fiber optic *Enterprise*. Other light sources will work but I had these in my bits box already. Radio Shack is also a good place to

find just the right light system.

I decided to use four bulbs for my system to allow plenty of light to show through the blue tinted styrene which I tinted using my air-brush and Tamiya's Clear Blue paint (Photo D). If you don't have an air-brush in your painting arsenal, use the largest brush you have and it will help obtain a good, smooth finish. The clear plastic was from a piece of packing which was trimmed with strip styrene to form a frame. A good tip here is to paint the tank

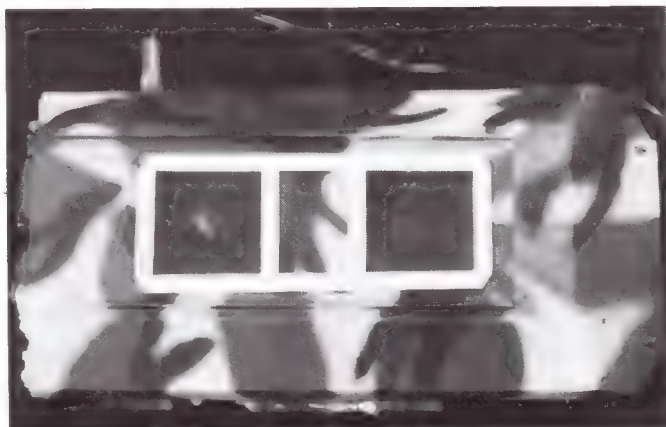


Photo D

before gluing on the clear plastic. This eliminates the need to mask off that area. Simply stuff the light box full of tissue to keep overspray out.

The camouflage pattern is strictly up to you. Since this Light Hover Tank is on an alien planet, the possibilities are endless. My pattern was created using Tamiya Sky, Armory Dark Brown and Testors Leather paints (Photo D also). This was weathered with Polly-S Pewter and Oily Black with the final dry-brushing done with Antique White. I used Pewter to simulate chipped paint on the leading edge of the vehicle.

The base which my tank would be "hovering" above was constructed from a wooden plaque with a 2X2 in one corner

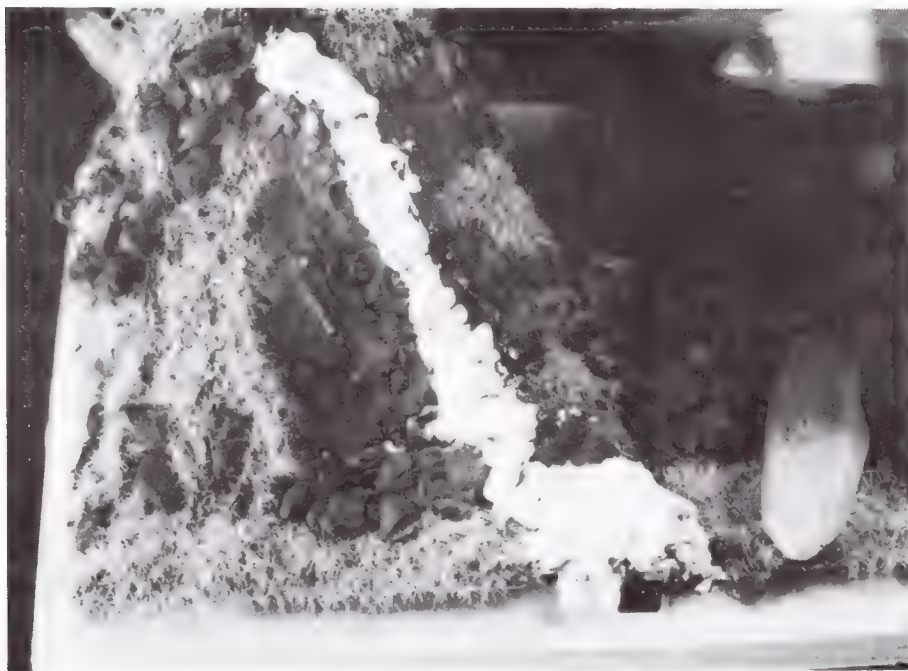


Photo E



Photo F

attached with two wood screws. I cut the 2X2 at an angle to create an overhang. This was then covered with a mixture of celluclay, plaster and sculpting mud. After this was applied, but before it dried, I put on the large rubble which is pressed into the ground to achieve a realistic look (Photo E).

When the base dried, I used a hot glue gun to put the quartz crystals in place (Photo F). You will need to go back and blend the crystals in with sculpting mud or plaster so they don't look like they are just sitting on top of the ground. After painting the base, I used static grass and florist moss for the vegetation. The

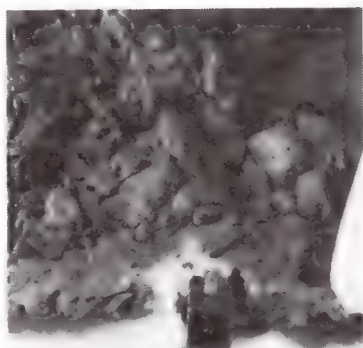


Photo G



Photo H

tank is mounted to the base by drilling a hole through the 2X2 slightly larger than the tube. Run the wires and glue the tube in place with 5-minute epoxy. The wire runs down the 2X2 to the plug which is hidden under more plaster and the plug itself is hidden with rubble (Photo G).

The base is another place to use your imagination. With alien landscapes, it's hard to be wrong about how they look. The sky is the limit! Go for it

and see what you come up with (Photo H).

If you need more information or have questions, you can contact Tommy at:

Tom & Jerry Studio
2293 N. Ranch Road,
Murfreesboro, TN 37129
Tel: 615/890-9415



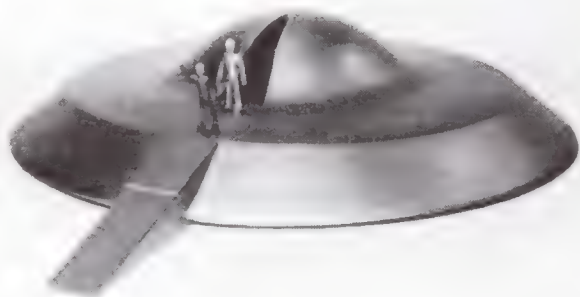
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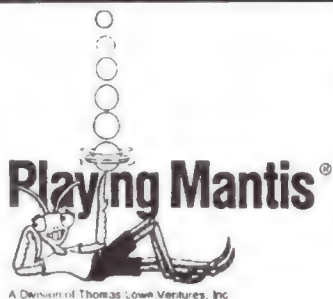
Dealers/Manufacturers Please Note: All information/pictures/samples for this section must be submitted by August 15 for placement in the October issue (as room permits). Anything received after this date will be placed in the January issue.

Skyhook Models presents...

their latest kit based on the movie "*The Day the Earth Stood Still*". This space craft measures 8" in diameter and includes a partial interior and 2 figures. The scale of the ship is HO compatible. Price is \$50.00 postage paid. A catalog of other classic Sci-Fi spaceships is free with a LSASE. Order yours from: **Skyhook Models, PO Box 327, Carmichael, CA 95609**



Godzilla™ makes his triumphant return. The mighty King of the Monsters™ is as popular now as he was 40 years ago and Craft House has awesome licensed activity for this hot license. With figure kits growing in popularity and retail performance, the LINDBERG division of Craft House is leading the way with an all-new SnapFit™ Godzilla™ model kit. This easy-to-assemble kit features LINDBERG's fine engraving and strict attention to detail. This is the first non-vinyl model kit of Godzilla™ on the market in more than two decades and is sure to inspire children to become involved in the model hobby.



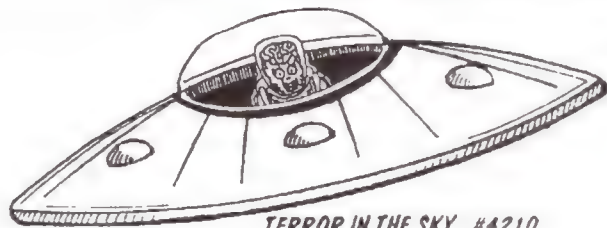
A Division of Thomas Lowe Ventures, Inc.

What do *The Mummy's Chariot* and *Addams' Family Haunted House* have in common? Besides being produced in kit form by the legendary Aurora Plastics Corporation and going for hundreds of dollars today (if you can find them!), they're being resurrected again for our building pleasure. But **don't** look for them to be released in resin. The folks at **Playing Mantis** (the company that not long ago resurrected the Johnny Lightning die-cast car line), have taken the pains (and money!) to have original metal molds created from the original, mint-in-box plastic parts for both of these two rare kits. Consequently, these new kits are injection molded just like any plastic styrene kit today. We were sent test shots of both of these kits and after building them, we can personally attest to their quality.

Everything is there just like the original and they build like the original. They will come in a full color, Aurora reproduction box (except for the Aurora logo which will say "Polar Lights" instead).

Initially these two kits will be available exclusively through **F.A.O. Schwartz** by late Oct/early Nov for somewhere between \$40 - \$60 each, and then the plan is to reissue them in a glow-in-the-dark "Frightening Lightning" series at outlets like Toys 'R Us, WalMart, etc., for a reduced price of around \$20.00 each sometime in 1996.

Who wouldn't want these kits in their collection without having to pay hundreds of dollars for a kit that you feel guilty building? All Aurora markings and logos have been removed from the plastic parts on these new kits. Mr. Thomas Lowe (President of Playing Mantis) indicates that other highly sought after Aurora kits will follow these depending on how these do. Keep tuned to the pages of **The Modeler's Resource** for more details.



Screamin' is pleased to announce a totally new series of Elvira model vinyl kits. The original Elvira model kit (#H200EB), has been with Screamin's line since 1988 and has been extremely successful. This particular kit will be discontinued to make room for the new line. You'll want to stock up today on this old favorite before it's gone from the store shelves.

But wait! There's more! This July from **Screamin'**, a number of 1:8 scale vinyl figure kits and dioramas related to the Martian sci-fi genre are coming. They've got Air Assault Martian #4030 which is a flying, tendril-faced Martian in space suit with rocket pack, clear bubble helmet and ray gun. This 10" figure is completely poseable. There will be street vignettes also available that show the true terror that these outer space visitors bring to the victims here on planet earth. There's Target Earth #4010 which has the Martian Leader in all of his evil glory. And finally a kit called, Terror in the Sky #4210 which includes a 16" flying saucer with clear dome, detailed cockpit and Martian pilot. The retail prices on these kits range from \$49.95 for Target Earth to \$86.95 for Terror in the Sky with varying prices for the other kits mentioned. Each kit comes with a full color TOPPS MARS ATTACKS card.



New from **Horizon** comes this Gigantor licensed kit. Fully articulated and available soon. Look for it!

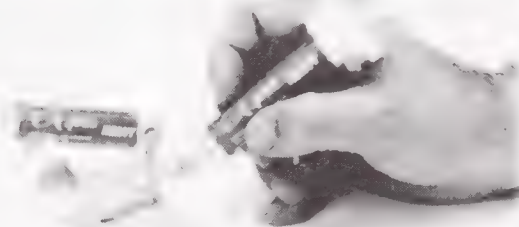


Styrene Studios announces...

a brand new kit created by Russian sculptor, Mark Daniloff. "**Natasha**" is a full nude in 1:6 scale. This kit was on display at The Mad Model Party and since we purchased one, we can testify that it is exquisite in pose and detail. The only things that "**Natasha**" is wearing are stockings with garter, gloves and high heels. This kit is reasonably priced at \$75.00 plus \$5.00 for S/H and insurance.

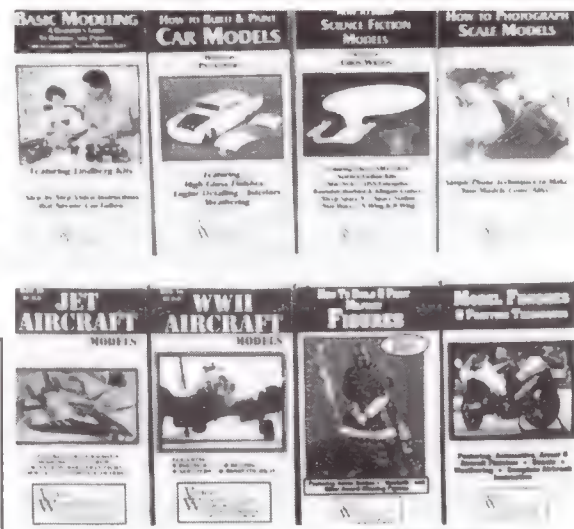
A number of other original kits are available: **Jack the Ripper** which comes with either one or two figures; **Marquis De Sade** which comes with the two figures (wall and base are extra); **The Fairy** which is a joint effort by Mark Daniloff and Alex Predel.

Coming soon are **Torture Chamber of Ivan the Terrible**, **Lestat the Vampire** and **The Witch**. For more information on these kits and/or a number of Aurora recasts that they produce, contact them at: **Styrene Studios, 7839 Wintercross LA, Springfield, VA 22152 Tel: 703/644-1714 Fax: 703/913-7280.** Tell them you heard about it in **The Modeler's Resource**.



This unique **CA4000** dispensing system provides total control and permits precision placement of cyanoacrylic adhesives or CA glue. Its patented "Twister" mechanism allows precise metering of the adhesive in individual drops or in a continuous bead, eliminating waste. We picked up a tube of the CA4000 Light and a spray bottle of CA4000 Accelerator and tried it out on a number of kits, both vinyl and resin. The CA 4000 adhesive is available in "Light" (medium) or "Heavy" (gap-fill) consistency. What probably sets their accelerator apart from others is their pump system which has tiny little ball bearings in the spray assembly greatly reducing the chances of the plunger gumming up. Another plus is the cardboard stand that comes with the tube of glue. Simply place it on the stand as in the picture and it's there when you need it. If you're interested, you can contact them at: **Dental Ventures of America, Inc. 217 Lewis Court, Corona, CA 91720, 800/228-6696, 909/270-0606, FAX: 909/270-0636.** Tell 'em **The Modeler's Resource** sent you!

Control Track Productions has released a number of high quality video tapes for the modeler in you. We know they're high quality because we purchased three of them. As you can see, they cover the gamut from science fiction kits, figures, planes, cars, photographing your kits and even one on basic modeling for the beginner. We highly recommend these videos because they are very well done, informative and educational. If these look like something you'd like to add to your reference arsenal, contact them at: **Control Track Productions, 401 S. Lorraine, Wichita, KS 67211 Tel: 800/859-3769**



New from **Revell-Monogram** is this Promodeler F-102 Delta Dagger in 1:48 scale, kit #5923. Kit represents the Dagger's original Case X (ten) wing configuration, marked by upturned and squared-off tips with rectangular ailerons. Additional parts and markings allow the enthusiasts to create the version that flew sorties over Vietnam or the Dagger based at the Connecticut Air National Guard's 118th Fighter Interceptor Squadron. Comes with access ladder, sculpted figures and more. Suggested retail is \$20.00 and is available now.

"This summer travel into the future, to a world of the law and the lawless."



You recall the last series of Dredd kits (Judge Dredd, Judge Anderson and Judge Death), that visited our hobby shops and stores during this past year. These kits were produced by **Halcyon** and were done in vinyl and we reviewed two of them for you.

Now, **MRC** is pleased to announce a range of detailed plastic and vinyl model kits from the new Judge Dredd movie (which was released nationwide June 30th), starring Sylvester Stallone.

An all-new **Judge Dredd kit #JUDGE01**

(pictured at far left), will be released with two heads: one unhelmeted head and one with the helmet on. This figure kit will be done in Stallone's likeness and will be produced in injection molded plastic, 1:9 scale.

The Mean Machine #JUDGE02 (pictured close left), is also scheduled for production in 1:9 scale injection molded plastic.

There will possibly be two other "Dredd" related kits which will be produced in vinyl in 1:9 scale. Of course, we will keep you posted on these and other developments within the kit arena. Stay tuned!





From **T & T Productions** come a number of kits you're sure to want to check out. First up for your Aurora LIS kit #420 comes this Chariot (left), with full interior, and a plastic sheet to create your windows. Retails for \$25.00. Below is T & T's version of the 1950's style Superhero Car. You can pick up yours for \$45.00. Finally, a Green Lantern figure kit (right), can be yours for \$45.00. Check out these and their other kits by contacting them



at: **64 Lowell Road, Pepperell, MA 01463 Tel: 508/433-8592**



Tamiya is announcing an all-new line-up for modelers. Pictured is the new **Jaguar MkII Saloon, #24151**. This car kit is done in 1:24 scale and is loaded with features: leather-like seats, silver-colored spoke wheels, coated plastic headlights, tail lights, wipers and door handles; hood opens to a detailed 3.8 liter, 6-cylinder engine, w/with fan, battery, radiator and air filter, etc., etc.! Tons of other kits too! Check your hobby shop!



Revell-Monogram is proud to announce their SSP (Special Subjects Program) Phase 10. As usual, they've got a number of golden oldies on the list including:

Monogram

- Flying Sub ~ originally released by Aurora
- Tom Daniel's Cherry Bomb
- '30 Ford Woodie
- Albatross
- '32 Ford "Deuce" Roadster
- F-80 Shooting Star

Revell

- Club de Mer
- Midway Class USS Franklin D. Roosevelt Aircraft Carrier
- Russian T-34 Tank
- Convair Tradewind
- White Fruehauf Gas Truck

Look for these kits coming to a hobby store near you soon!

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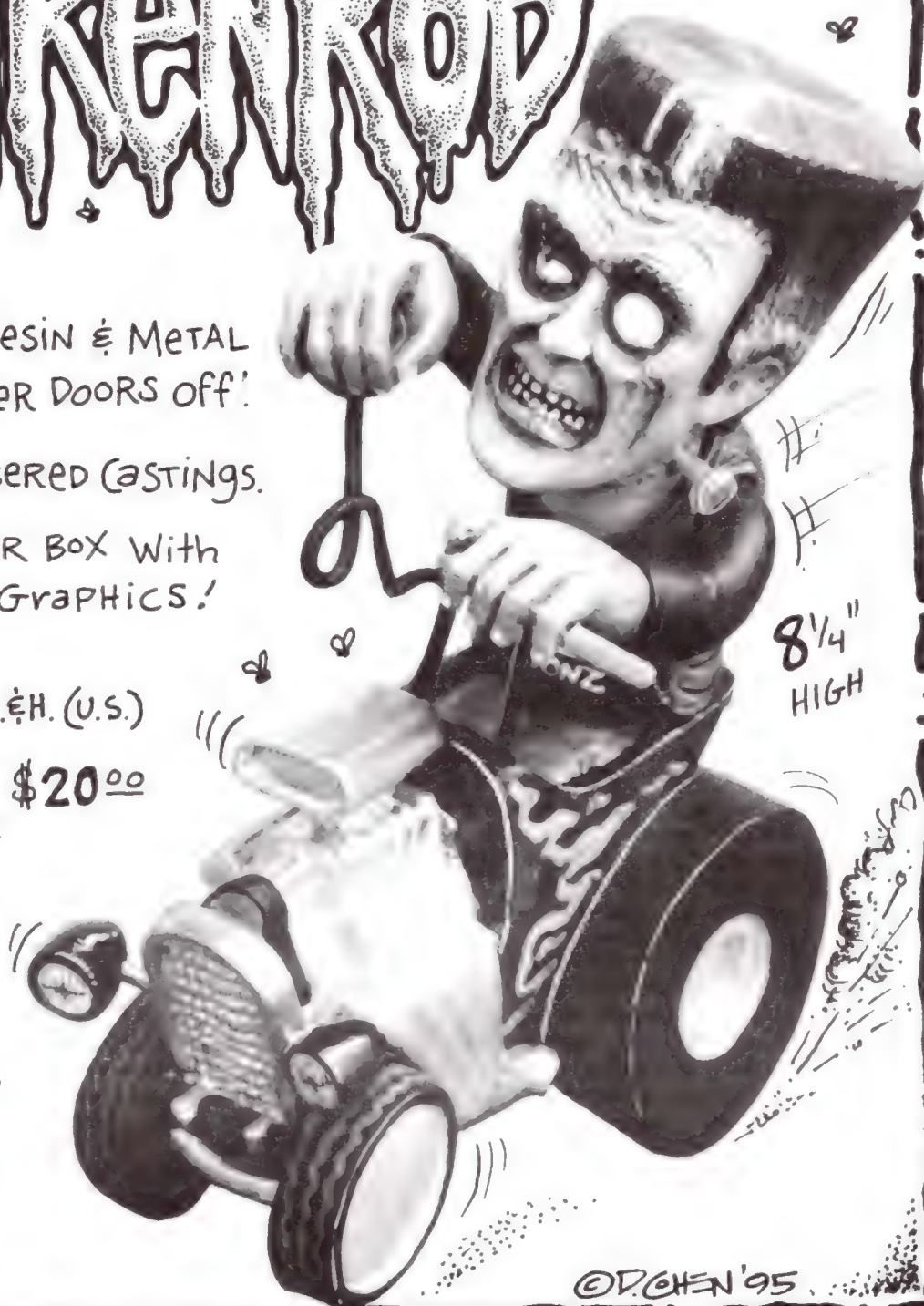
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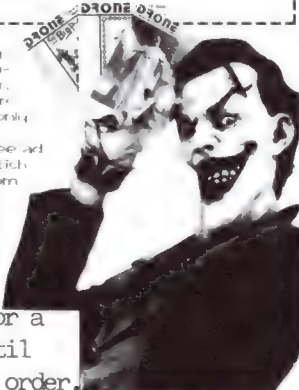
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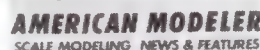
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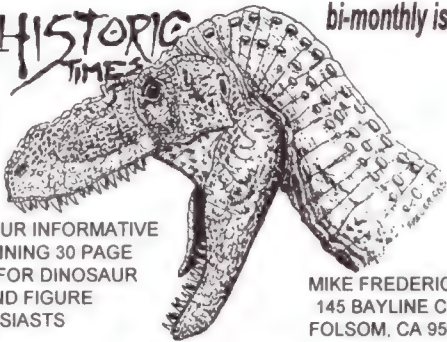
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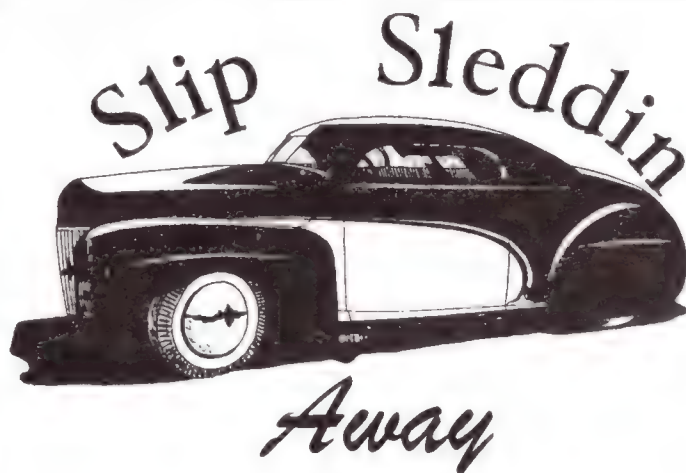
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Some would say that it's really not polite to blow your own horn, but we'd like to share with you what **you've** helped us accomplish. About a year and a half ago, **The Modeler's Resource** began as a 12 page bimonthly newsletter with a fairly limited circulation. Over time, as people heard about us, interest in our little publication grew.

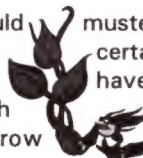


quickly began to spread across the of distributors took notice of us and certainly fine with us. We grew and #7.



As our overall subscribership and circulation increased, we United States and into Canada and Europe. Not long after this, a number said, "Yes, we'd like to carry you and help you grow." Well, this was grew until we had finally reached nearly 2,000 in total circulation by Issue

We continued working hard, putting effort and energy and as much creativity as we could all the while making sure that when we said we would be shipping the next issue by a promise every time and were prompt. Now, with this issue #8, we've gone quarterly and **Diamond Comics Distribution** and **Capital City Distribution Inc.**, and we not only reach places like Canada, Holland, Japan and other countries but we know that we will steadily grow and continue to become a true resource for more model builders of all genres everywhere.



muster into each new issue certain date, we kept our have been picked up by across the US and into

A week doesn't go by that we don't make new friends and subscribers. We plan on being here a long, long time. You've told us that we have great writers, reviewers, articles and features. Beyond this, you really enjoy our format (vehicular and figure coverage). We're interested in promoting this hobby and one of the ways we'd like to do that is by helping you, the advertiser, promote your company or product through our pages. We have no idea what our circulation will be by October or January, but we do know it will be larger than what it is now. We believe that our ad rates are perfect for every budget. Though we've needed to raise our advertising rates, we have endeavored to keep them affordable. Whether you'd like a classified or display ad; quarter page or full page, we're here to help you grow and we hope you'll let **The Modeler's Resource** help you get the word out about your products.



The Modeler's Resource

We offer a 10% discount on consecutively run display ads and a setup service. **SETUP Includes:** Design of ad to your specifications or approval and art/logo scan-ins but does NOT include use of pictures which need to be done in halftones. This requires an **additional** cost from \$8.00 - \$14.00 per picture depending upon size. PLEASE NOTE: The Modeler's Resource reserves the right to edit and/or refuse any ad deemed unsuitable for this publication.

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July

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V-3: How to Build & Paint Military Figures

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V-5: How to Build Car Models

Hosted by Pat Covert of *Scale Auto Enthusiast*. Learn how to: shape & sculpt custom auto bodywork, engine detailing, exhaust systems, interior detailing & seat upholstery, build a magnetic jig for exact wheel & frame alignment; priming & spray painting techniques, polishing to perfection, weathering, scrapes, bends, dents, rust-outs; realistic grunge & dirt, applying washes, gunky oil stains, weathering tires, using aftermarket detail parts, and more. 40 minutes, \$24.95.

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V-6: How to Build Science Fiction Models

Featuring the Enterprise-D, Romulan Warbird, Klingon Battle Cruiser, and DS-9 Space Station, Star Wars X-Wing, B-Wing & TIE Fighter. How to: cheat seams with strip styrene, rebuild & scribe panel lines, frisket masking for intricate Warbird feathers, Enterprise & DS-9 painting tips, use decals to simulate windows, shading w/oil paints, weather w/washes & airbrushing, cockpit detailing, battle damage, scratch-building your own stands, and more. PLUS: tips for adding lights. 50 minutes, \$24.95.

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